Simply by opening this Style Guide, you have entered the world of Toad Patrol.™

This manual does more than detail the preparation of artwork . . . it aims to make you aware of originality in design thinking. We believe our characters will have a profoundly stimulating effect on your imagination; the more you know, the better you will be able to control the outcome and master the limitations. We encourage you to communicate with us in order to help you create the best product. If we work together, the results will be amazing.

Edward Sarson Productions Inc.

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Contents

3-14 Introduction
History . Concept
Toadspeak Dictionary

15-36 Locations
The Great Forest . Thunder Trees
The Fairy Ring . The Havens
Toad Tunnels
Human-made Obstacles
Toad Hollow . Snowscapes
Ice Castle - Music Cavern

37-78 Heroes
Fur Foot . Beauty Stem . Earth Star . Elf Cup
Shaggy Mane . Puff Ball . Oyster . Slippery Jack
Panther Cap . Mistle-Toad

79-88 Villains
Erebus . Medea . Rumble Crushers
Belisarius . Snout . Ollie . Orpheus

89-96 Tunnel Toads
Tunnel Toad . Daphne . Old Tunnel Toad

97-126 Other Friends
The Ancients . The Outsider . Cleopatra . Morton
Hera . Newt . Phoebe . Rosencrantz . Guildenstern
Jubal . Jeremiah . Barnaby . Digger . Plato
Welberne . Pennybun . Elder Toad
Loki . Hotspur . Calypso . Juno
Mother Goose & Artie . Falstaff . Sigmund

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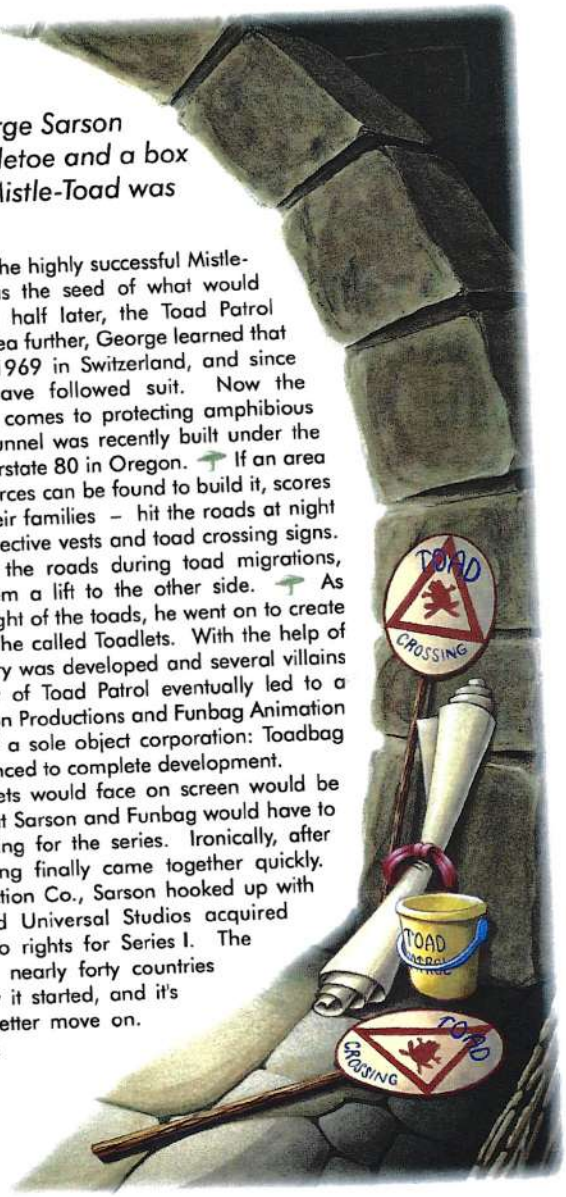
Introduction

History

In the fall of 1984, as George Sarson sat musing with some mistletoe and a box of toy frogs, the character Mistle-Toad was born.

In one short year, that name led to the highly successful Mistle-Toad boxed chocolate line. It was the seed of what would become, nearly a decade and a half later, the Toad Patrol television series. Exploring his idea further, George learned that the first toad tunnel was built in 1969 in Switzerland, and since 1976, several other countries have followed suit. Now the Europeans have company when it comes to protecting amphibious residents: One North American tunnel was recently built under the Pole Line Road overpass across Interstate 80 in Oregon. If an area requires a toad tunnel but no resources can be found to build it, scores of volunteers – usually kids and their families – hit the roads at night with yellow buckets, flashlights, reflective vests and toad crossing signs. These human toad patrols scour the roads during toad migrations, looking for toads, and giving them a lift to the other side. As George continued to follow the plight of the toads, he went on to create nine other toad characters, which he called Toadlets. With the help of Wisteria Productions, the back story was developed and several villains were created. The journey of Toad Patrol eventually led to a partnership between Edward Sarson Productions and Funbag Animation Studios, through the formation of a sole object corporation: Toadbag Productions. Work quickly commenced to complete development. But the perils that the Toadlets would face on screen would be nothing compared to the trials that Sarson and Funbag would have to overcome in securing the financing for the series. Ironically, after four years of effort, the financing finally came together quickly. Funbag brought in Akom Production Co., Sarson hooked up with Vision Entertainment, RME, and Universal Studios acquired international television and video rights for Series I. The series is now airing or sold in nearly forty countries worldwide. Well, that's how it started, and it's growing every day. But we'd better move on. We have a lot of ground to cover.



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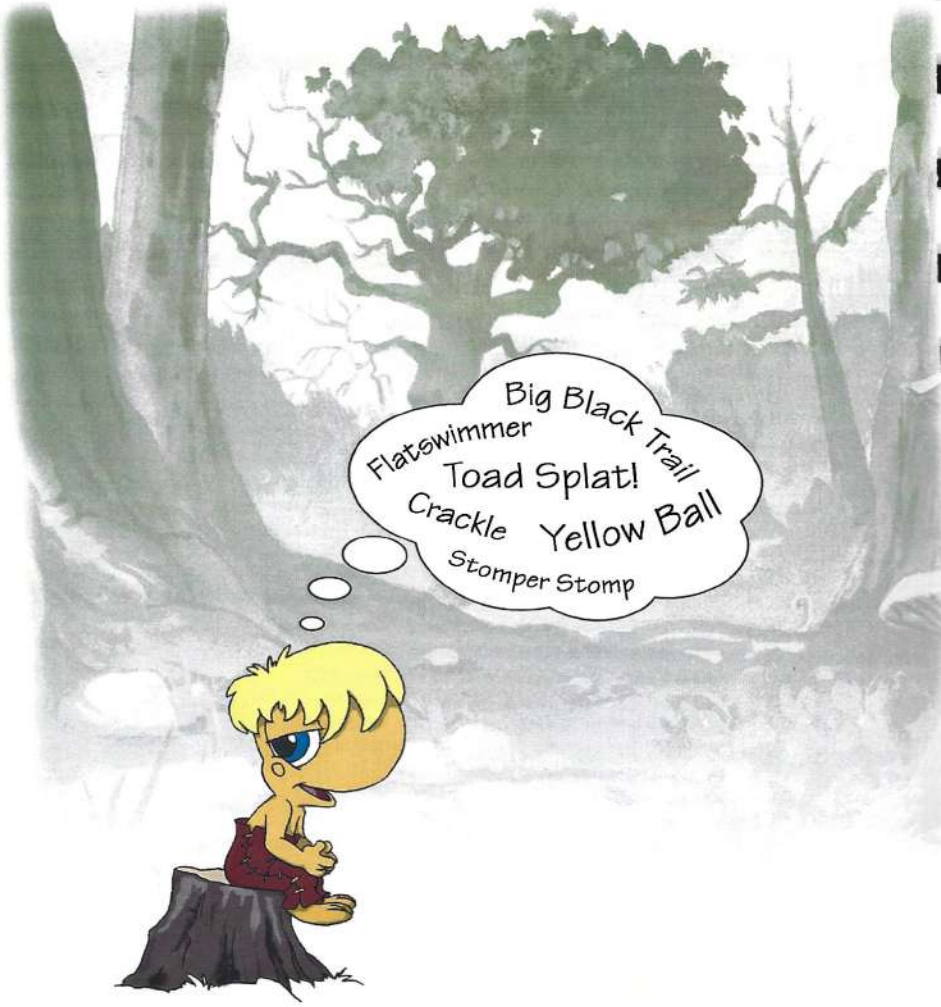
Introduction



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Introduction

Concept

Whether toads hatch on land or in the water, they all soon make their way to the water.

There they grow as tadpoles, change into toads and, when their limbs have grown and their tails have disappeared, they crawl back out onto land. Instinctively, these young toads, who we call Toadlets, are drawn by the celestial movements of the sun and moon to migrate to the legendary Fairy Ring. This Ring allows them to pass into a peaceful and protected haven known as Toad Hollow.

Toadlets take the migration very seriously because the Fairy Ring grows smaller each time the sun crosses the moon, until at last it disappears. Any Toadlet who has not passed through its portal is instantly turned into a toadstool. But, what happens when something goes wrong? What happens when eight brothers and sisters are born very late in the season, crawl up onto the land and discover that they've missed the great migration? What do they do when they are lost – stranded – not knowing where or how to find the Fairy Ring? How do they survive when the world which confronts them seems huge and frightening? Against nearly insurmountable odds, our eight Toadlets band together and set out on an amazing quest – a race against time that takes them through the woods in search of the Fairy Ring and the Toad Hollow haven.

"If we work together the results will be amazing."

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Introduction Concept

The first 13 episodes tell the story of that quest. Every episode recounts the delightful, enchanting, scary, mystical, heartwarming and action-packed adventures of the ...Toad Patrol. As each Toad Patrol adventure unfolds, we become more familiar with our courageous little Toadlets. Fur Foot bravely leads them where no toad has hopped before. Beauty Stem becomes the keeper of the light. Elf Cup's music captures the beauty of the forest, while Shaggy Mane distinguishes himself as the giver of names. Puff Ball's strength often saves the day, and the twins, Oyster and Slippery Jack, spend much of their time in harmonious disagreement. But even the twins agree that Panther Cap is special – not because he is the youngest and smallest, but because he has the gift, the ability to hear the ancient Thunder Trees that guide migrating Toadlets toward the Fairy Ring and the safety of Toad Hollow. Their world becomes our world. We see it from their perspective; Trees are as big as skyscrapers; a large leaf can shelter them from a summer downpour; fallen logs are gigantic obstacles to overcome; and a small stream has all the force of a raging river. From their perspective, even danger takes a different form. Being too small for bears, wolves and cougars to bother with, our Toadlets do not fear the big forest predators. Instead, it is a nasty but somewhat dim-witted hog-nosed snake named Erebus, and a swiftly swooping osprey called Medea, who continually make their lives miserable. Danger from Stompers (humans) comes not from a hunter's rifle, but from their big, heavy boots.

"The Twins agree Panther Cap is special."

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Introduction Concept

"... the Toadlets discover that not everyone they meet is intent on having them for dinner."

Even worse are the evil eyes and deafening roar of the terrible Rumble Crushers (cars, trucks, RVs) that terrorize any Toadlet who foolishly contemplates crossing the Big Black Trails (roads) that wind through the forest. But nature balances terror with wonder: While the constant threat of danger and the hair-raising escapes provide the action for our series, the mystical beauty of the forest gives Toad Patrol its heart and soul. For the forest can be a wondrous playground, constantly changing with a shift of light, the rustle of wind through leaves, or the shimmering of morning dew. Hills become slides, twigs become jungle gyms, and mud puddles become ... pure mud fun. Here the Toadlets discover that not everyone they meet is intent on having them for dinner. They meet friendly salamanders and turtles. A wise-cracking bullfrog offers helpful advice. Even the Stompers have been thoughtful enough to create toad tunnels so that migrating toads can cross the roads in safety. Our heroes become best friends with Earth Star, a lovable do-your-own-thing, guitar-playing Toadlet who foolishly missed last season's migration and was turned into a toadstool. Earth Star became the talk of the forest when he inexplicably reverted back to Toadlet form – the only Toadlet to have done so. No one knows why, least of all Earth Star, who now roams the forest enjoying life as a wandering minstrel. He has no idea if he'll turn into a toadstool again, but it doesn't bother him much.

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Introduction Concept

The most fascinating and important character that the Toadlets meet is the legendary Mistle-Toad. Generations ago, Mistle-Toad left the sanctuary of Toad Hollow and returned to the woods, determined that one day he would solve the mystery of the toadstools and turn them all back into toads. Though very caring, Mistle-Toad is a loner who is revered and respected by many woodland creatures as one of the forest's oldest and wisest inhabitants. It is Mistle-Toad who explains the need to find the Fairy Ring, and it is he who recognizes Panther Cap's special ability. The Toadlets are a little frightened of Mistle-Toad, but it is through their sporadic contact with him that they begin to see beyond their hostile environment. They soon understand the mystical majesty of Mother Nature and the overwhelming beauty of her Great Forest. Their greatest victories, however, are the things they discover about themselves and each other. In their race against time, our Toadlets are forced, through trial and error, to learn many lessons about friendship, trust, caring and sharing, empathy, caution, determination, self-esteem, responsibility, selflessness, sacrifice and respect for others. With warmth, humour and sensitivity, Toad Patrol explores each Toadlet's struggle to come of age and join with the others to reach their goal.

"Mistle-Toad is revered and respected by many woodland creatures . . ."

"There are many Toad Tunnels in the Great Forest."

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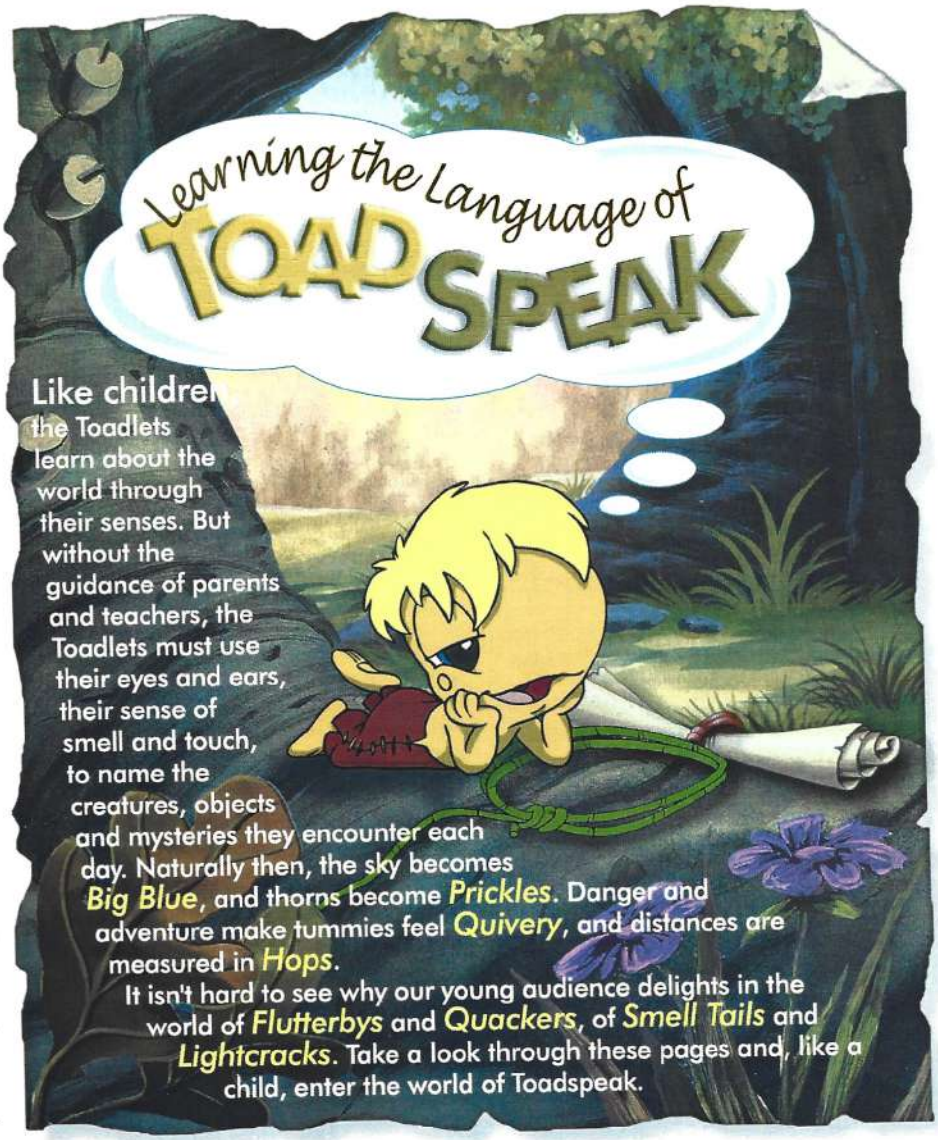
Introduction Toadspeak Dictionary



Like children the Toadlets learn about the world through their senses. But without the guidance of parents and teachers, the Toadlets must use their eyes and ears, their sense of smell and touch, to name the creatures, objects and mysteries they encounter each day. Naturally then, the sky becomes *Big Blue*, and thorns become *Prickles*. Danger and adventure make tummies feel *Quivery*, and distances are measured in *Hops*.

It isn't hard to see why our young audience delights in the world of *Flutterbys* and *Quackers*, of *Smell Tails* and *Lightcracks*. Take a look through these pages and, like a child, enter the world of Toadspeak.

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Introduction Toadspeak Dictionary

Big Blue - the sky. This is the name the Toadlets have given to the vast expanse of blue they see overhead.

Big Black Trail - a paved road. A Big Black Trail, no matter its size, is, to any Toadlet, a superhighway of frightening scale, and means almost certain disaster if its danger is not heeded.

Big Climb - mountains. To a Toadlet the Big Climb could mean shelter or danger, but always it is daunting.

Big Wet/Deep Wet - a lake. One of the many forms taken by the Wet, the Big Wet can mean danger or salvation for the Toadlets.

Black Puff - black smoke. The appearance of Black Puff means that Stompers (humans) and danger are likely close at hand.

Brownheads - cattails or bulrushes. To the Toadlets, these tall, thin reeds seem almost alive as they sway gently in the wind.

Burny - an adjective meaning boiling or hot.

Buzzers - bees, wasps. Buzz they do, and Buzzers they are!

Cave Flyers - bats. Distinct from Wind Riders (birds), these creatures inhabit the dark and damp spaces of the Big Climb (mountains).

Chilly - cold. Chilly can be used as an adjective (see Chilly Wet, Chilly Time) or as a noun. Any Toadlet who has settled into a warm, safe Haven (safe place) for the night would be reluctant to go out into the Chilly without good reason.

Chilly Time or Chilly Season - winter. Chilly Wet (icy cold water), Thicksicles (icicles) and White (snow)—these are the things the Toadlets can expect to encounter in the Chilly Time.

Chilly Wet - icy cold water. Though the Toadlets are naturally drawn to the Wet, they know it is too cold to swim when the Wet becomes the Chilly Wet.

Climb - hills. Perhaps not as formidable as the Big Climb (mountains), but daunting nevertheless.

Crackle - fire. Crackle is a noun and is usually used with an adjective; for example, "a little Crackle" or "the angry Crackle."

Crackle Stick - a stick with a burnt end. Slippery Jack uses the Crackle Stick to draw his Pathfinds (maps), which help the Toadlets find their way.

Dark - night time. Before the Dark comes each day, the Toadlets must find a safe Haven (safe place) to spend the night.

Doomy Gloom - a pessimist. This name sticks to anyone the Toadlets meet who cannot see the bright side of anything.

Falling Thick - hail or hail stones. Sometimes tiny, sometimes the size of a Toadlet, Falling Thick means danger and Chilly (cold) are at hand.

Falling Wet - rain. A term used by the Toadlets to describe one of the many forms that the Wet can take.

Finder - a collector or scavenger. Hotspur the chipmunk is a Finder who collects all manner of things besides food for the winter

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Introduction Toadspeak Dictionary

—especially human artifacts.
Flat Swimmer - a fish. To a roly-poly Toadlet (think of Puff Ball), a skinny little fish is indeed a Flat Swimmer!
Flutterby - a butterfly. Clearly the Toadlets have given these graceful, delicate creatures a name more apt than the one Stompers (humans) use.
Furry Green - moss. Furry Green is the name the Toadlets have given to the soft, green tendrils that hang from the trees.
Glows - crystals. This word is used as a noun and describes the objects found in Crystal Caverns. It is generally preceded by a color, e.g., "red Glows" or "blue Glows."
Gotcha - a bucket. Gotcha is the name for the fearsome tool used by Stompers to collect Toadlets, as in "the Stomper's pink Gotcha."
Gotcha Forest - the sugar bush. Along with the irresistible delight of Sweet Goo (maple syrup) comes the danger of Stompers (humans) tapping the maple trees in the Gotcha Forest.
Haven - a safe resting place. Havens for our Toadlets are just like beds for kids.
Healer - a doctor. Legend has it that The Outsider, a Healer, has returned to Toad Hollow from the Ancients, with new ideas and new ways. She will choose Beauty Stem to share her abilities and knowledge with.
Honker - a goose. Another distinct type of Wind Rider (bird) , named for its peculiar and unforgettable voice.
Hops - a measure of distance. Under Medea's frightful glare, the journey across a wide, open space can seem like a million Hops to the Toadlets.
Hot Time or Hot Season - summer. As the Hot Time approaches, the Yellow Ball (sun) grows stronger each day.
Leap Toad - leap frog. The game is the same for kids and Toadlets alike.
Lightcracks - lightning. The lightning flashes, the sky appears to crack open . . . Lightcracks!
Look Funny - a mirror. This curious object makes Toadlet duplicates.
Mud-puddle Clear - confusing. To Toadlets, something difficult to understand is Mud-puddle Clear.
Needle Trees - evergreens, like Christmas trees. The needles that seem so tiny to us seem like giant pokers to the Toadlets.
Night Flyer - an owl. Another type of Wind Rider (bird) against which the Toadlets must always be vigilant.
Pathfinds - maps. Slippery Jack creates Pathfinds by using his Crackle Stick (a stick with a burnt end) and a roll of birch bark to record each day's journey.
Pricklebush - a thorn bush, or nettles. Pricklebush may also be used to describe a mood or a personality, as in, "Don't be such a pricklebush!"

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Introduction Toadspeak Dictionary

Quackers - ducks. An expression borrowed from the frogs, who use it to identify the Wind Riders (birds) that live in the water.
Quivery - nervous. Hardly a day passes without the Toadlets facing an adventure that makes their tummies all Quivery.
Rumble Crusher - a car, van, truck, or RV. The earth shakes, the air throbs and the Toadlets tremble, as the Rumble Crushers zoom past on the Big Black Trail (road) . . . and woe to any creature who is caught in their path.
Rumble Crusher Resting Spot - a gas station. Mighty and powerful though they are, even Rumble Crushers must rest occasionally —though never for very long.
Scooped - put into a bucket by a Stomper. Though it must be terrifying to a tiny Toadlet, being Scooped into a Gotcha (bucket) by a Stomper (human) is not always a bad thing.
Slippy-slide - a water slide. In the right circumstances, a Slippy-slide can provide glorious fun for the Toadlets.
Slippy-slidey - slippery. Loads of Toadlet fun . . . usually!
Small Green - grass. Small Green can describe a place or a course to take, as in "Through the Big Wet (water) and beyond the Small Green."
Smelly or Smellies - flowers. The Toadlets don't always use their eyes to identify the things they encounter.
Smell Tail - a skunk. Just imagine the terror of a Smell Tail from a Toadlet's point of view!
Sniffer - a nose. The Toadlets have borrowed this word from the weasels who must rely on their noses to survive.
Sparkles - stars. Even Toadlets can't ignore the beauty of the night sky full of Sparkles.
Spinning Wet - a whirlpool. Beware: too much time spent looking into the Spinning Wet can make a Toadlet feel Spinny (dizzy)!
Spinny - dizzy or lightheaded. Though some Toadlets might be thrilled by the great heights of the Thunder Trees (lightning oaks), poor Slippery Jack only finds himself feeling Spinny.
Spookies - the frights. Creepy forests and dark caves will give any little Toadlet the Spookies.
Stomper - a human. A Little Stomper is a child.
Stomper Stomp - a human footprint. To a Toadlet, big enough to fall in!
Sweet Goo - maple syrup. Sweet Goo is one of the many delights that come in the Warm Time or Warm Season (spring).
Taker - a thief. Though the name may be kinder than "thief," the primary characteristic remains the same.
Thicksicle - an icicle. Sometimes hard as the Thick Wet (ice), sometimes slippery and drippy, Thicksicles hang from trees and the roofs of Havens (safe places), and appear and

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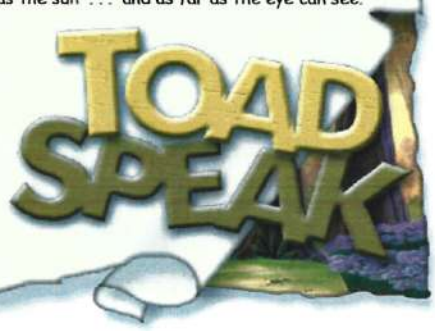
Introduction Toadspeak Dictionary

disappear with the sun.
Thick Wet - ice. When the Wind Riders have flown away and the trees have lost their leaves, the Toadlets know that the Wet will soon become the Thick Wet.
Thumper - heart. The appearance of Erebus or Medea is enough to set any Toadlet's Thumper to pounding.
Thunder Tree - a lightning oak. These are the huge centuries-old oak trees that will speak to any Toadlet with the gift of special hearing.
Toad Hold - a Toadlet maneuver. With the Toad Hold, the Toadlets all grab onto something—usually Shaggy Mane's vine or each other—and hang on for dear life.
Toad Leap - a Toadlet maneuver. The Toadlets hold hands and jump—usually into a puddle to make a big splash!
Toad Scramble - a Toadlet maneuver. Run! Now!
Toad Scratches - wall paintings. Toad Scratches are evidence of the Ancients, old toad mystics who left Toad Hollow and returned to the Great Forest.
Toad Splat - to be crushed or to fall to the ground from a great height. Toad Splat can also be used to explain total confusion or being flabbergasted, as in, "I'm totally Toad-splatted!"
Toad Split - a Toadlet maneuver. The Toadlets leap to the side or out of the way . . . often in a hurry!
Toadio - a huddle. Used when a quick strategy session is needed.
Toadnapped - kidnapped. An awful fate for a Toadlet.
Toadonimo! - a group cry, as in, "Geronimo!"
Tree Prickles (see also Pricklebush) - pine needles. Whether they're long or short, Tree Prickles don't tickle.
Warm Time or Warm Season - spring. Come the Warm Season, the trees grow new leaves and it's time for the Sweet Goo (maple syrup).
Wet - water.
Wet Drop - a waterfall.
White - snow. The delicate, white flakes that fall from the sky will join on the ground to become the White, which lies as far as the eye can see. When the Chilly (cold) comes, the White cannot be far behind.
White Ball - the moon. Together with the sun, the celestial compass which guides the Toadlets on their journey to the Fairy Ring.
White Puffs - clouds. The fluffy balls of wonder in the Big Blue that sometimes bring welcome shade, and sometimes dreadful storms.
Wind Rider - a helicopter, or bird. A Wind Rider is anything that flies.
Woofer - a dog. He may be man's best friend, but is he a Toadlet's?
Yellow Ball - the sun. The Toadlets must follow the celestial movements of the Yellow Ball and the moon (see White Ball) to find their way to the legendary Fairy Ring.
Yellowheads - dandelions. Flowers as bright as the sun . . . and as far as the eye can see.



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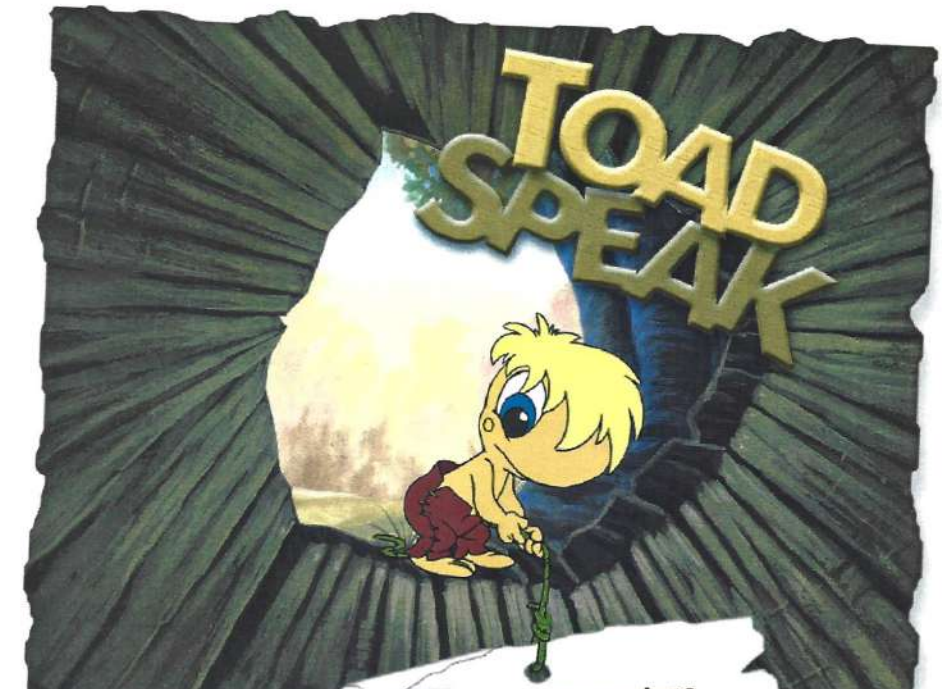

Toadspeak Expressions

"Don't be a pricklebush!" - "Pricklebush" may also be used to describe an annoying mood or personality.

"It's a million hops." - This expression denotes a vast distance.

"Oh, that's really mud-puddle clear!" - A sarcastic expression that means, "Well, that's as clear as mud."

"Hop to it!" - Usually a command from Fur Foot, this expression means "Let's go!"

"Mighty Thunder!" - This is a Mistle-Toad expression that means "Good grief!" or "Oh, my Gosh!"

"For the love of Toad Hollow!" - Another Mistle-Toad expression that means, "Oh, for Heaven's sake!"

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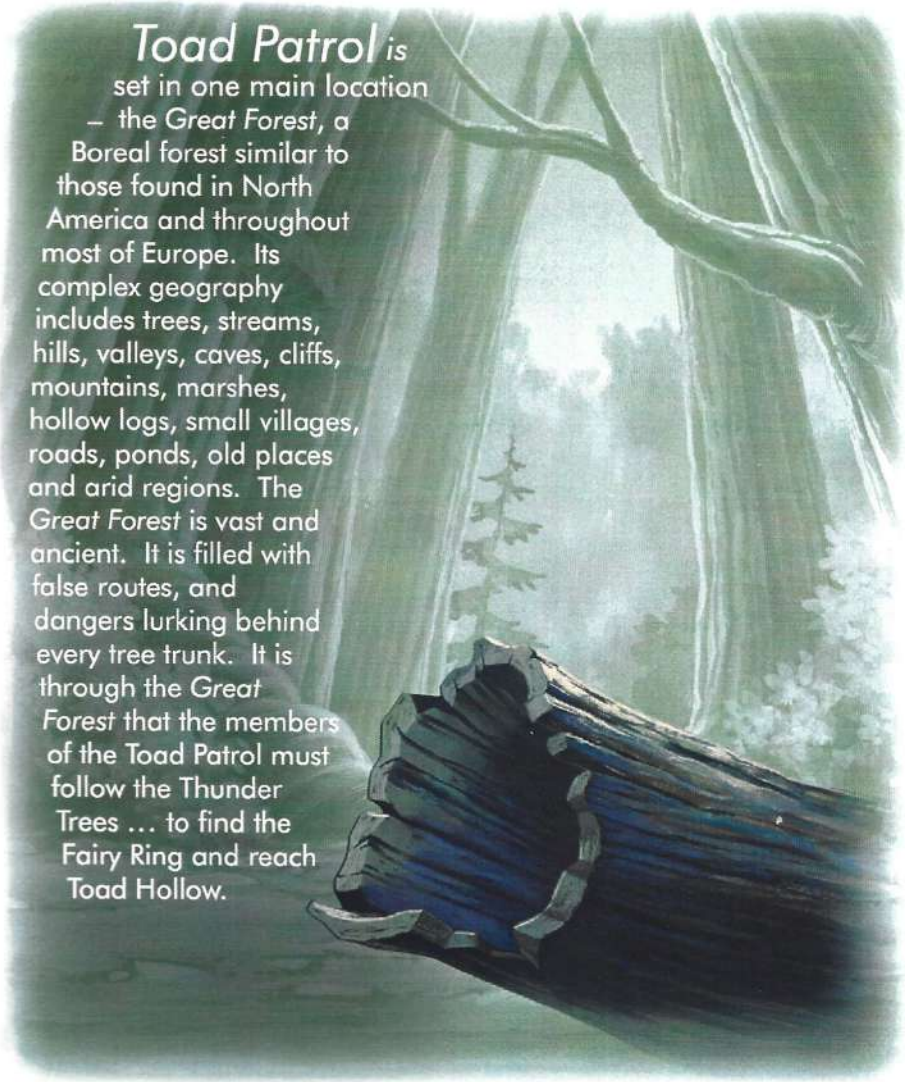
Locations The Great Forest



Toad Patrol is set in one main location – the *Great Forest*, a Boreal forest similar to those found in North America and throughout most of Europe. Its complex geography includes trees, streams, hills, valleys, caves, cliffs, mountains, marshes, hollow logs, small villages, roads, ponds, old places and arid regions. The *Great Forest* is vast and ancient. It is filled with false routes, and dangers lurking behind every tree trunk. It is through the *Great Forest* that the members of the Toad Patrol must follow the Thunder Trees ... to find the Fairy Ring and reach Toad Hollow.

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Locations The Great Forest

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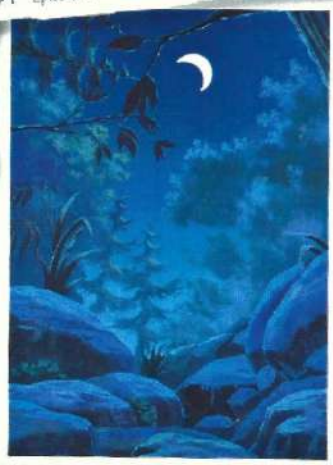

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TP 1 Episode 11 BG 146

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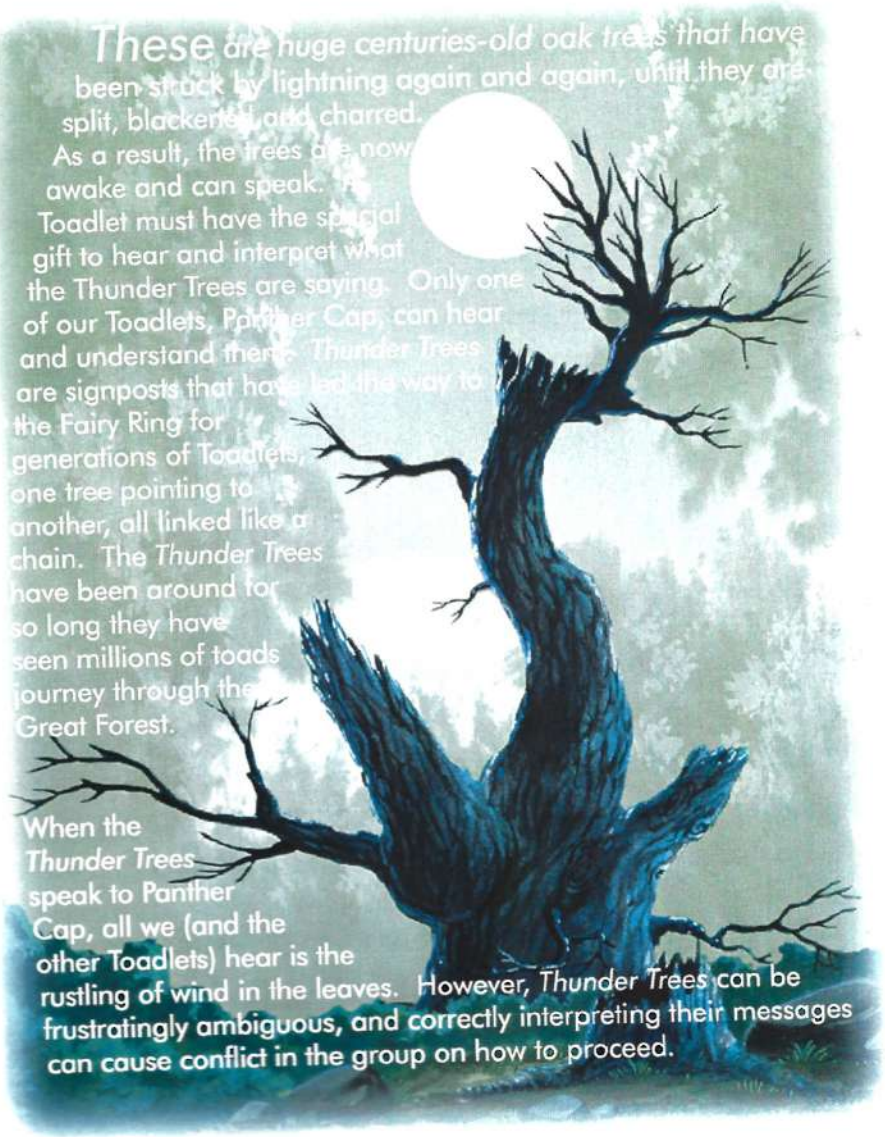
Locations Thunder Trees



These are huge centuries-old oak trees that have been struck by lightning again and again, until they are split, blackened, and charred. As a result, the trees are now awake and can speak. A Toadlet must have the special gift to hear and interpret what the Thunder Trees are saying. Only one of our Toadlets, Panther Cap, can hear and understand them. *Thunder Trees* are signposts that have led the way to the Fairy Ring for generations of Toadlets, one tree pointing to another, all linked like a chain. The *Thunder Trees* have been around for so long they have seen millions of toads journey through the Great Forest.

When the *Thunder Trees* speak to Panther Cap, all we (and the other Toadlets) hear is the rustling of wind in the leaves. However, *Thunder Trees* can be frustratingly ambiguous, and correctly interpreting their messages can cause conflict in the group on how to proceed.

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Locations Thunder Trees

TP 1 Episode 3 L-4

TP 1 Episode 1 L-14

TP 1 Episode 6 L-3

TP 1 Episode 2 L-5

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Locations The Fairy Ring

In our series, *The Fairy Ring* is the doorway to Toad Hollow. It is a magical gateway to a special and safe place where toads can live in peace. There is only one *Fairy Ring*, and the Thunder Trees point the way. Each season the *Fairy Ring* appears in a different location. An abundance of toadstools in one area usually indicates a past *Fairy Ring* site.

TP 1 Episode 13

L-8

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Locations The Fairy Ring

TP 1 Episode 13 BG 227

TP 1 Episode 13 L-9

TP 1 Episode 13 L-4

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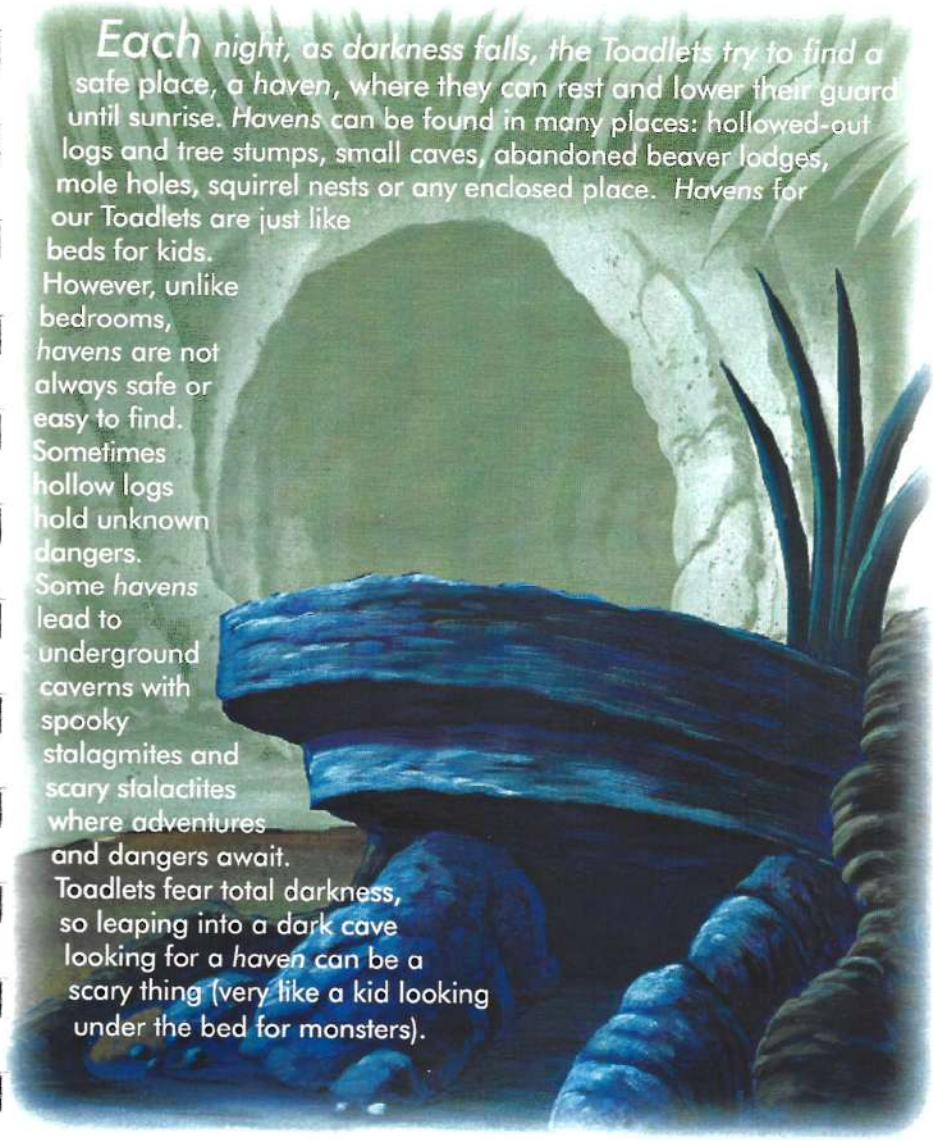
Locations The Havens

Each night, as darkness falls, the Toadlets try to find a safe place, a *haven*, where they can rest and lower their guard until sunrise. *Havens* can be found in many places: hollowed-out logs and tree stumps, small caves, abandoned beaver lodges, mole holes, squirrel nests or any enclosed place. *Havens* for our Toadlets are just like beds for kids. However, unlike bedrooms, *havens* are not always safe or easy to find. Sometimes hollow logs hold unknown dangers. Some *havens* lead to underground caverns with spooky stalagmites and scary stalactites where adventures and dangers await. Toadlets fear total darkness, so leaping into a dark cave looking for a *haven* can be a scary thing (very like a kid looking under the bed for monsters).



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Locations The Havens

TP 1 Episode 8 L-3A

TP 1 Episode 10 L-3

TP 1 Episode 1 L-12

TP 1 Episode 3 L-21

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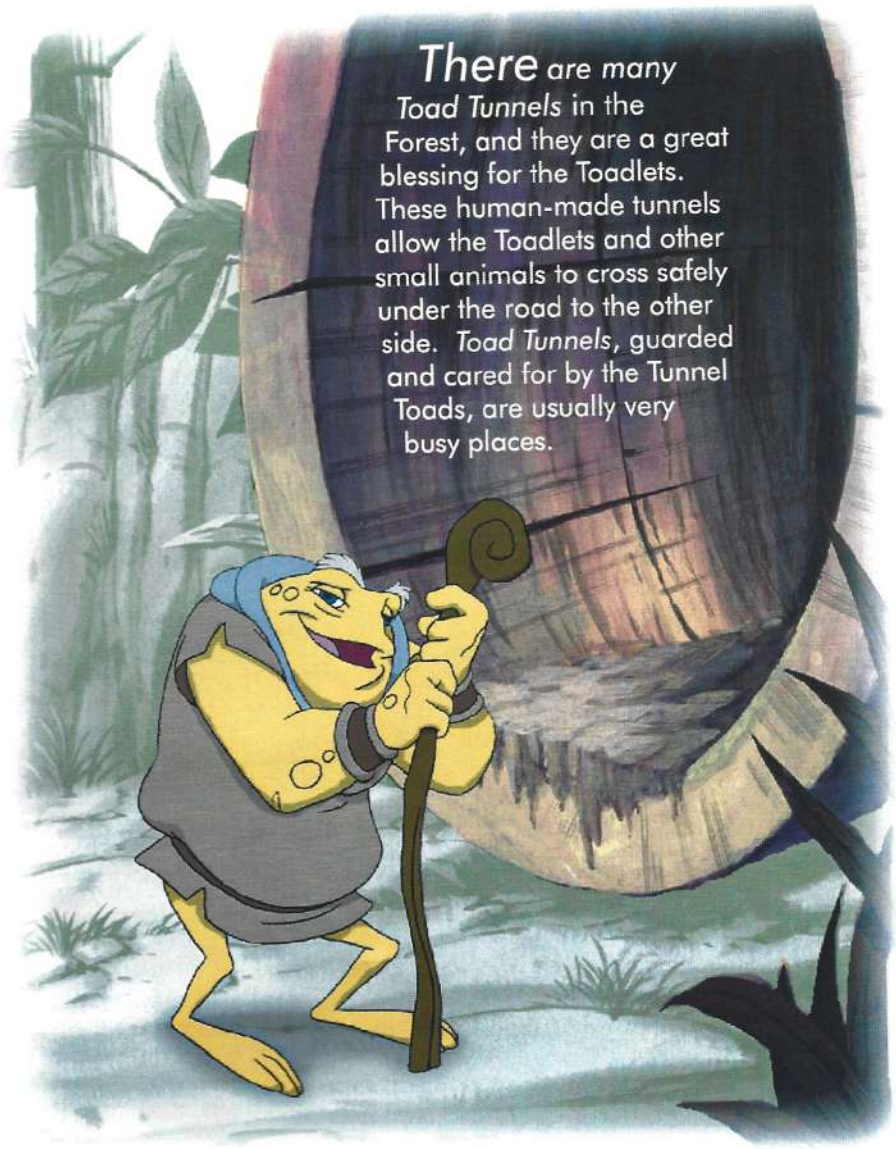
Locations Toad Tunnels



There are many *Toad Tunnels* in the Forest, and they are a great blessing for the Toadlets. These human-made tunnels allow the Toadlets and other small animals to cross safely under the road to the other side. *Toad Tunnels*, guarded and cared for by the Tunnel Toads, are usually very busy places.

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Locations Toad Tunnels

TP 1 Episode 3 L-2A

TP 1 Episode 5 BG 267

TP 1 Episode 3 BG 300

TP 1 Episode 2 BG 158

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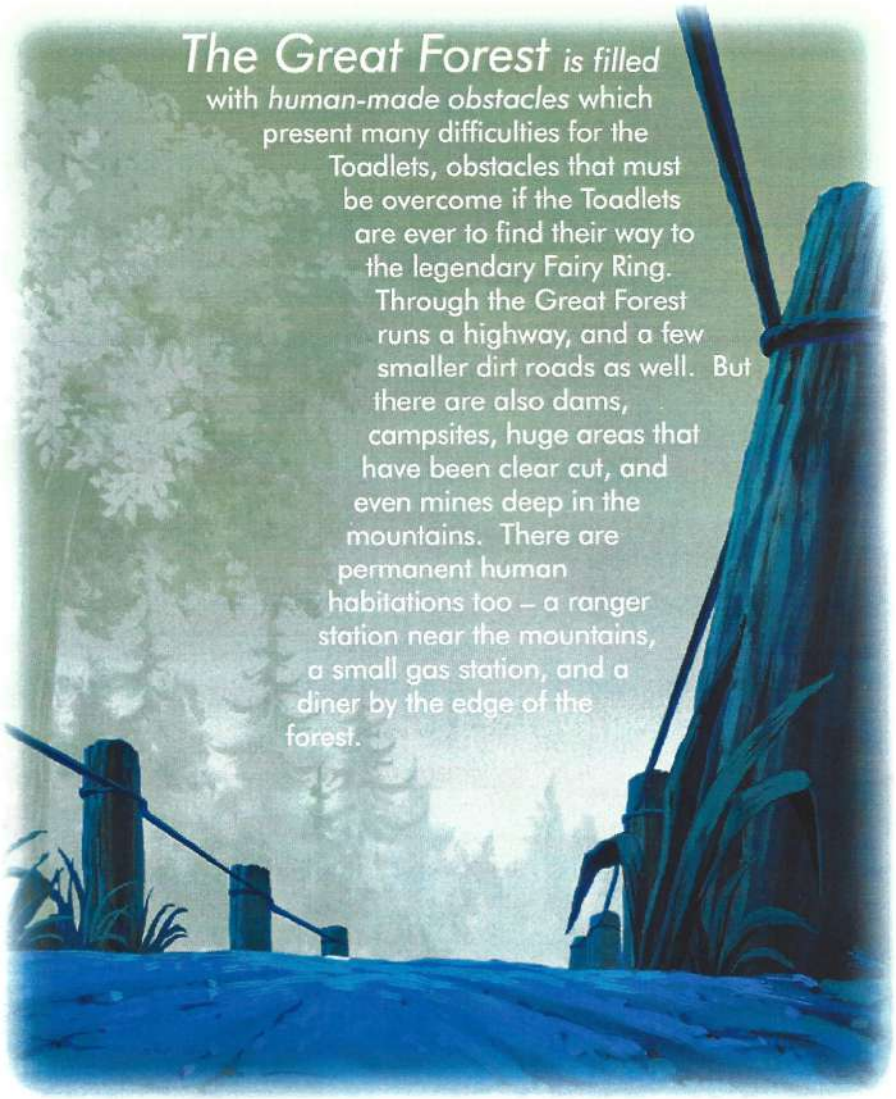
Locations Human-made Obstacles



The Great Forest is filled with *human-made obstacles* which present many difficulties for the Toadlets, obstacles that must be overcome if the Toadlets are ever to find their way to the legendary Fairy Ring. Through the Great Forest runs a highway, and a few smaller dirt roads as well. But there are also dams, campsites, huge areas that have been clear cut, and even mines deep in the mountains. There are permanent human habitations too – a ranger station near the mountains, a small gas station, and a diner by the edge of the forest.

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Locations Human-made Obstacles

TP 1 Episode 9

L-6

TP 1 Episode 8

BG 208

TP 1 Episode 5

BG 291

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Locations Toad Hollow

Toad Hollow – pristine, enchanting and, above all else, safe.

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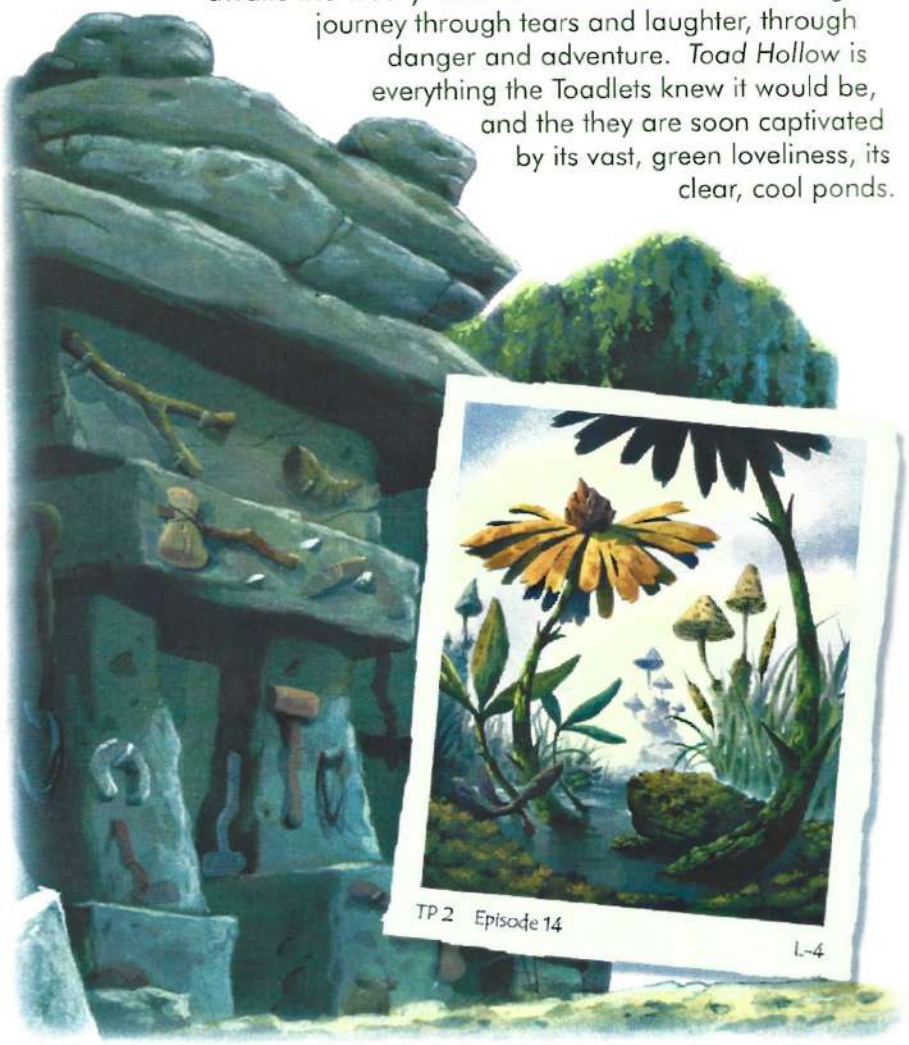
Locations Toad Hollow

Like a warm embrace, this peaceful and unspoiled land awaits the weary Toadlets at the end of their long journey through tears and laughter, through danger and adventure. *Toad Hollow* is everything the Toadlets knew it would be, and the they are soon captivated by its vast, green loveliness, its clear, cool ponds.



TP 2 Episode 14

L-4

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Locations Toad Hollow

But what happens when a cry for help reaches the Toadlets from outside the safety of *Toad Hollow*?

Do they dare leave this haven, this place that is the answer to all that they dreamed of for so long?

If so, the Toadlets must find a portal back to the Great Forest ... and all the dangers that lurk there.

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Locations Toad Hollow

Series 2

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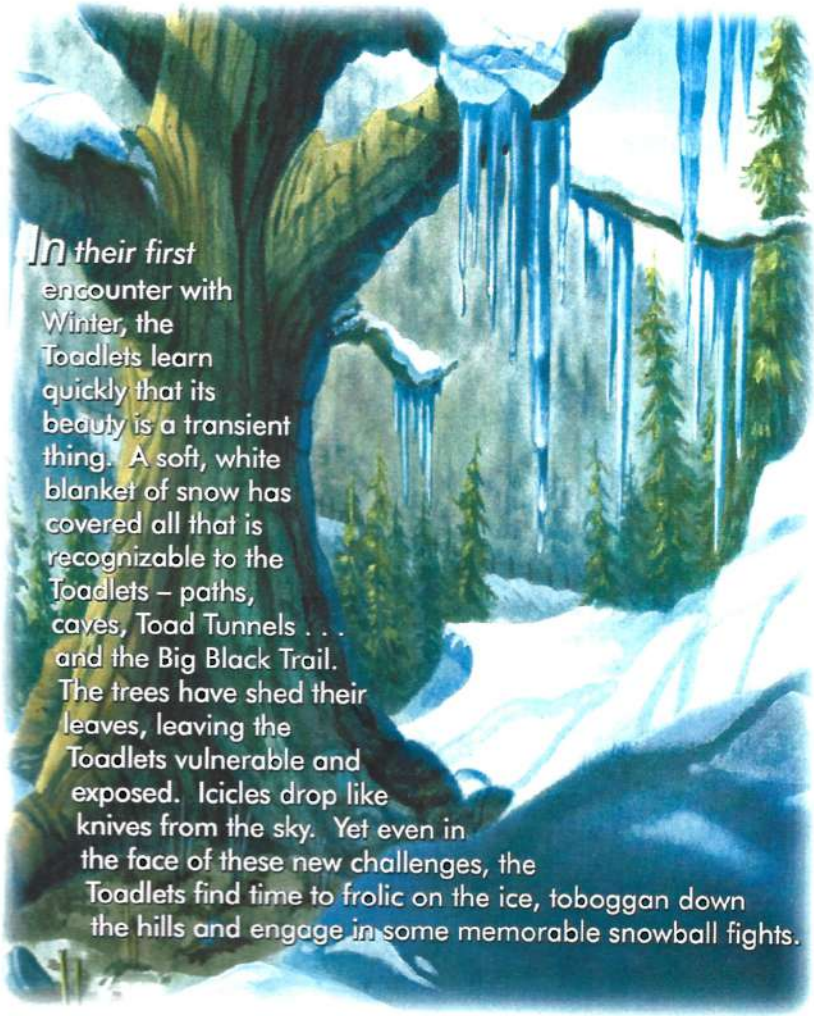
Locations Snowscapes



In their first encounter with Winter, the Toadlets learn quickly that its beauty is a transient thing. A soft, white blanket of snow has covered all that is recognizable to the Toadlets – paths, caves, Toad Tunnels . . . and the Big Black Trail. The trees have shed their leaves, leaving the Toadlets vulnerable and exposed. Icicles drop like knives from the sky. Yet even in the face of these new challenges, the Toadlets find time to frolic on the ice, toboggan down the hills and engage in some memorable snowball fights.

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Locations Snowscapes

TP 2 Episode 18 L-8

TP 2 Episode 15 L-2

TP 2 Episode 14 L-14

TP 2 Episode 14 L-17

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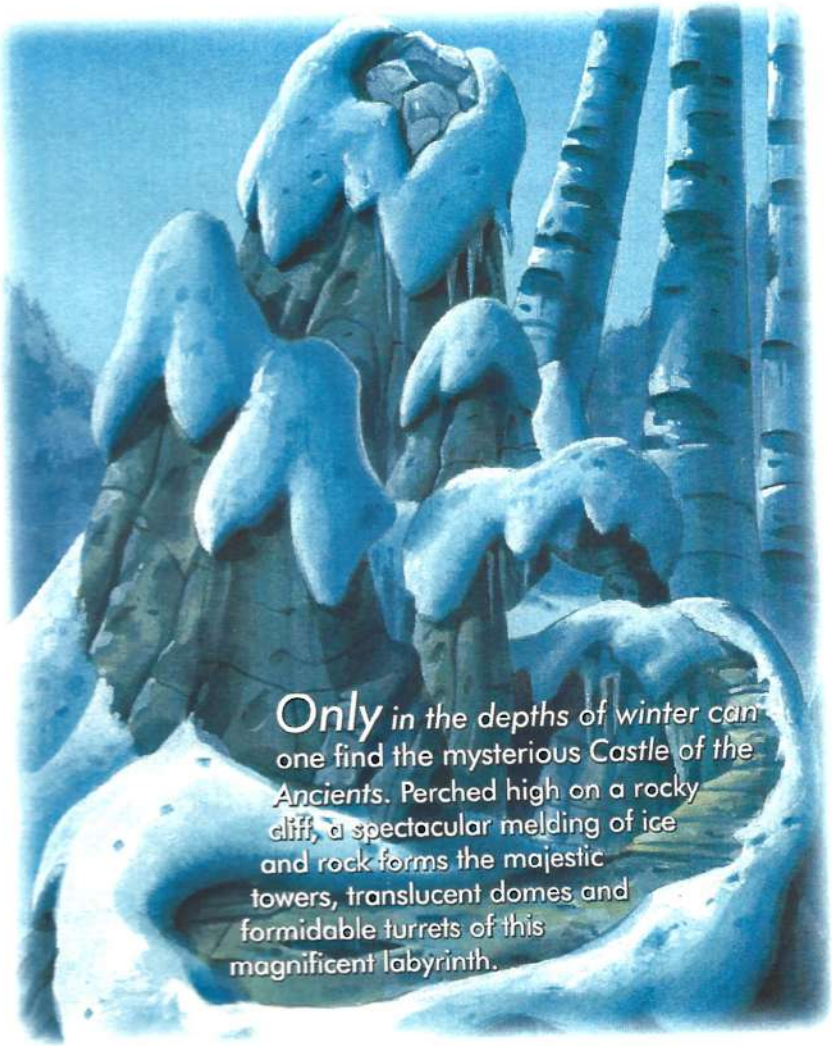
Toad Patrol™

Locations Castle of the Ancients

Series 2



Only in the depths of winter can one find the mysterious *Castle of the Ancients*. Perched high on a rocky cliff, a spectacular melding of ice and rock forms the majestic towers, translucent domes and formidable turrets of this magnificent labyrinth.

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TP 2 Episode 17 L-9

TP 2 Episode 19 L-5

TP 2 Episode 17 L-12

TP 2 Episode 22 L-5

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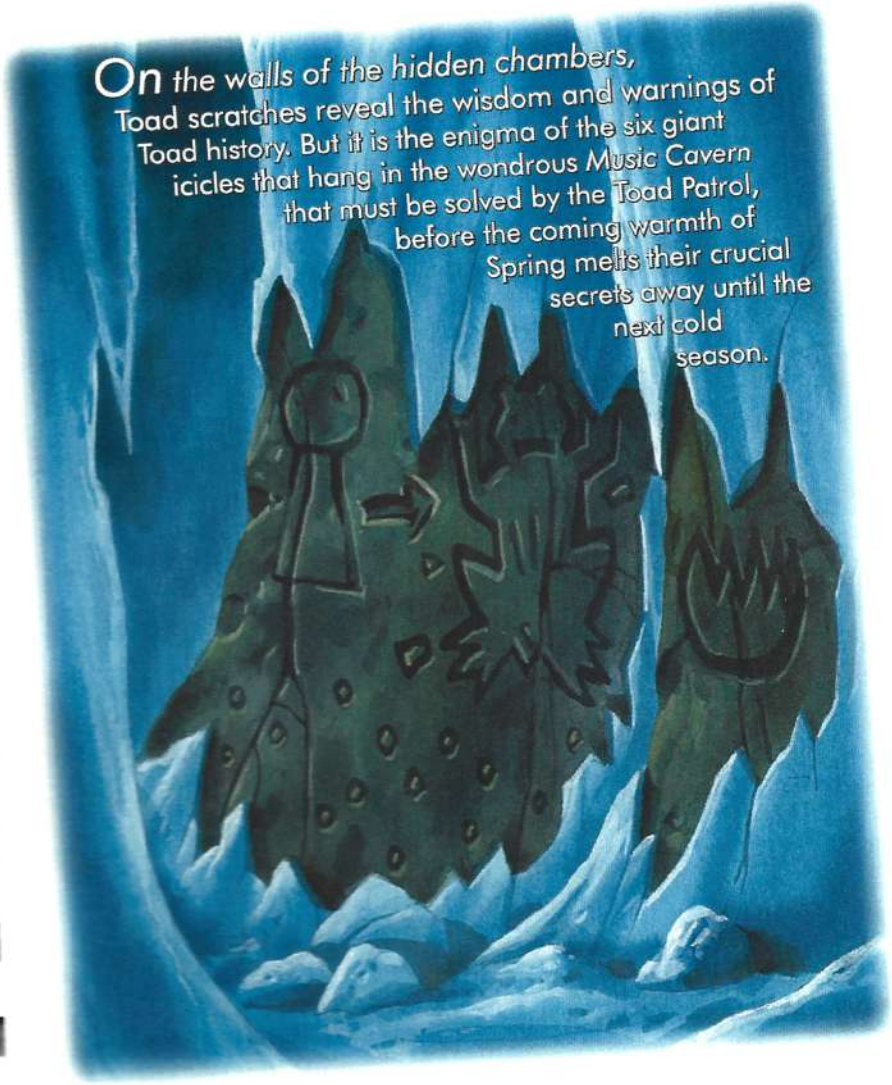
Locations Music Cavern



On the walls of the hidden chambers, Toad scratches reveal the wisdom and warnings of Toad history. But it is the enigma of the six giant icicles that hang in the wondrous Music Cavern that must be solved by the Toad Patrol, before the coming warmth of Spring melts their crucial secrets away until the next cold season.

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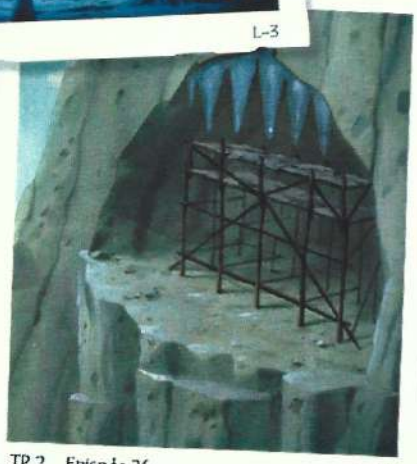
Locations Music Cavern

Series 2

TP 2 Episode 22 L-3

TP 2 Episode 22 L-4



TP 2 Episode 26 L-20

TP 2 Episode 18 L-4

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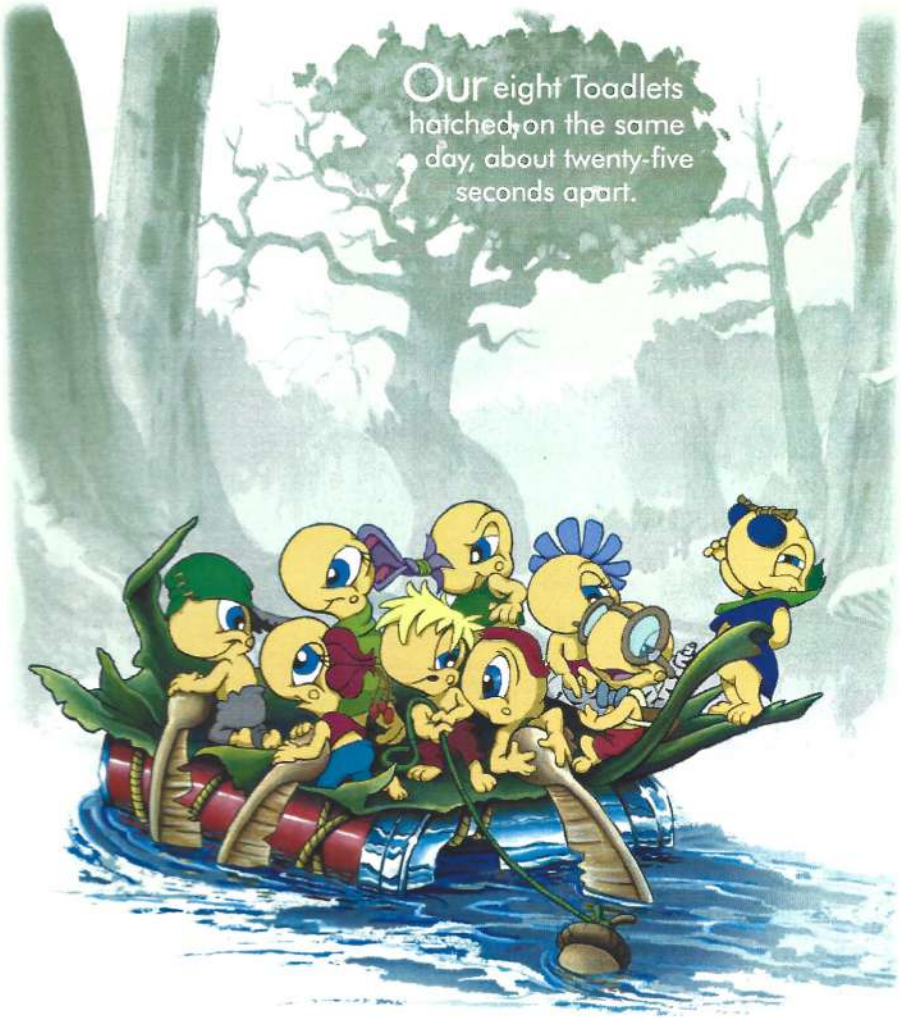
The Heroes Character Art



In toad time, that is a big difference ...

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The Heroes Character Art

The Toadlets *always refer to themselves as the fourth-*oldest, second-oldest, eighth-oldest, and so on. Toadlets don't like to use *younger* or *youngest* to describe each other. Like the children who will be watching our episodes, the Toadlets are young, about four to eight in human years. Our Toadlets are based upon the young American Toad, which lives in the Eastern part of North America in a wide range of Boreal forests. During the Toad Patrol's initial adventures in the Great Forest, each member finds a tool or an object to help on their journey. These small items are carried in a variety of ways.

Each of our Toadlets is named after an actual type of toadstool.

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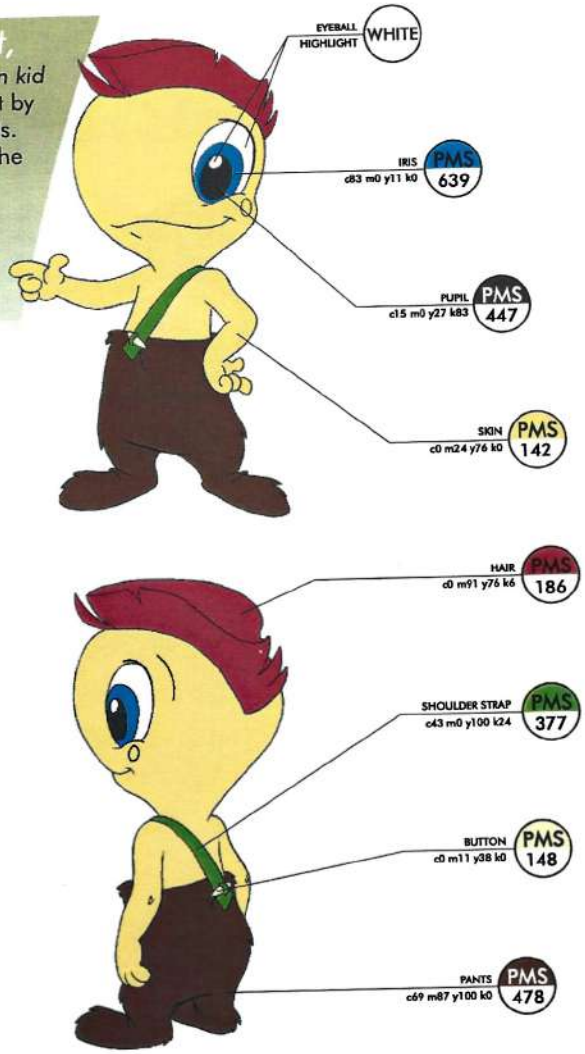
Fur Foot Character Description

Fur Foot, *who is about 8 in kid* years, is the oldest by a whole 18 seconds. He is the leader of the Toad Patrol not because of age but because he proves himself to be a good leader. He is agile, strong, quick-thinking and brave. Fur Foot likes to be in charge, often takes himself too seriously and can be a little bossy. Sometimes he tells, he does not ask, and the other Toadlets do not like that. The others all come to understand that it is Fur Foot's dogged determination that keeps them going. He won't let them give up, ever!



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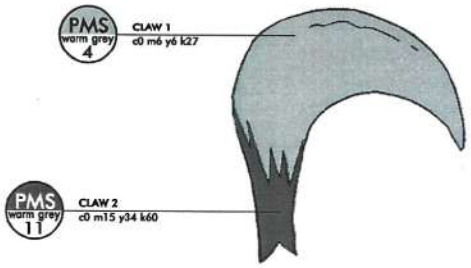
Fur Foot Tool Description

Fur Foot's tool is a cougar claw that Mistle-Toad provided to him for his journey. Although the point of the claw is no longer sharp, it can be used as both a cutter and a hook to help him climb steep obstacles. His claw is a tool, not a weapon, and he never brandishes it at anyone.



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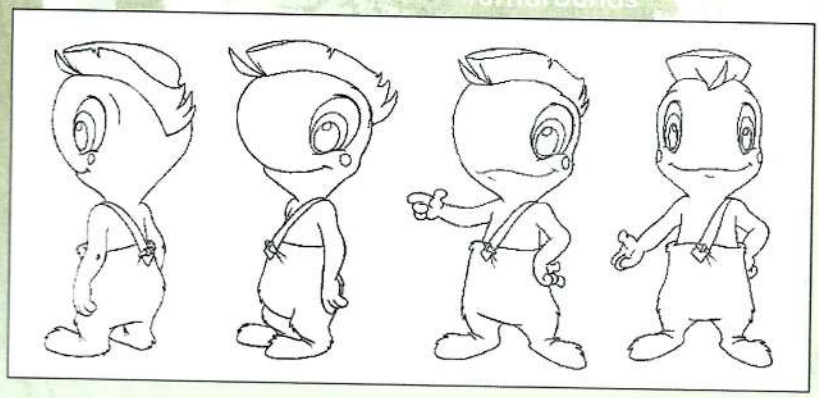
Fur Foot Character Art

Turnarounds



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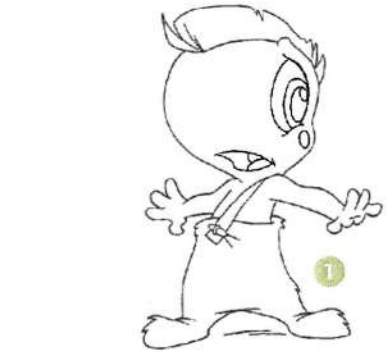
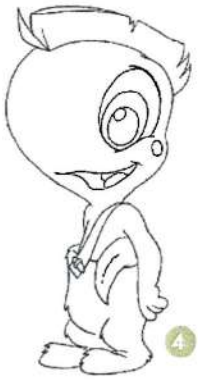
Fur Foot Character Art





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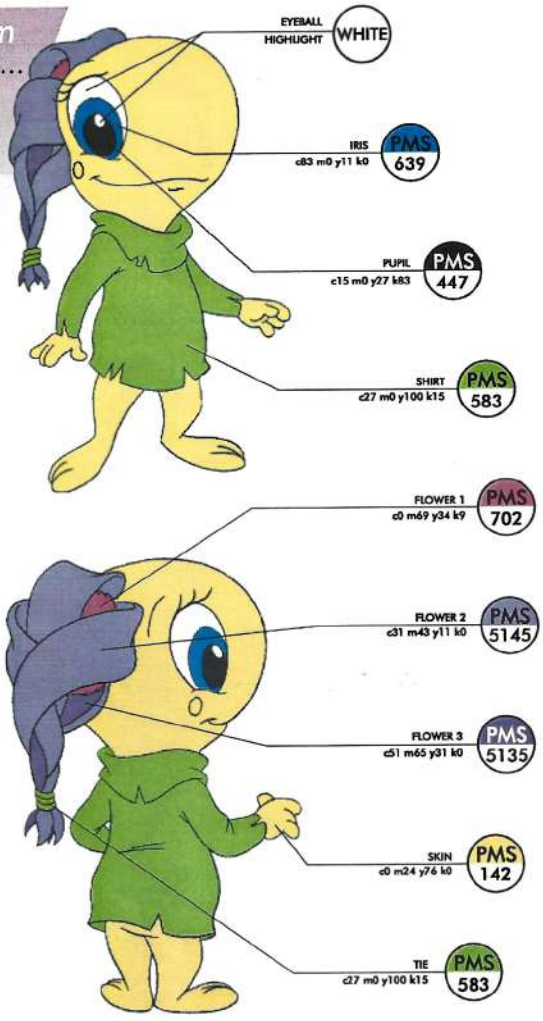
Beauty Stem Ch

Beauty
is the second
about seven
three-quarters
years. Beauty S
the motherly type
always wants to
care of the younger
Toadlets, and she
to worry a lot. She
stand up to Fur Foot
when he proposes
something too
dangerous or if he is
pushing the younger
Toadlets beyond their
endurance. Beauty Stem
has the annoying habit
thinking she is right
always. As she gradually
learns about diplomacy
and tact, she begins to
use her skills to soothe
tempers, and often plays
the role of peacemaker
among the group. Beauty
Stem has a lovely voice
and loves to sing when
she thinks she is alone.
She is shy about singing
in front of others unless
song is needed to calm
fears or heal a wounded
spirit.

Beauty Stem Character Description

Beauty Stem *is the second-oldest* ... about seven and three-quarters in kid years. Beauty Stem is the motherly type: She always wants to take care of the younger Toadlets, and she tends to worry a lot. She will stand up to Fur Foot when he proposes something too dangerous or if he is pushing the younger Toadlets beyond their endurance. Beauty Stem has the annoying habit of thinking she is right always. As she gradually learns about diplomacy and tact, she begins to use her skills to soothe tempers, and often plays the role of peacemaker among the group. Beauty Stem has a lovely voice and loves to sing when she thinks she is alone: She is shy about singing in front of others unless a song is needed to calm fears or heal a wounded spirit.



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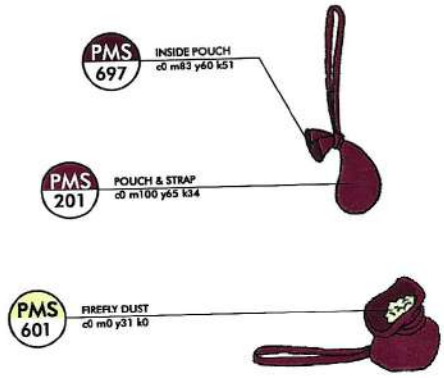
Beauty Stem Tool Description



Beauty Stem is a collector of firefly dust, and when the toadlets take shelter in a haven, she will sprinkle it on the rocks, which then begin to glow. Thus she becomes the *Keeper of the Light*, and always carries a supply of firefly dust in a little pouch wrapped around her shoulder.

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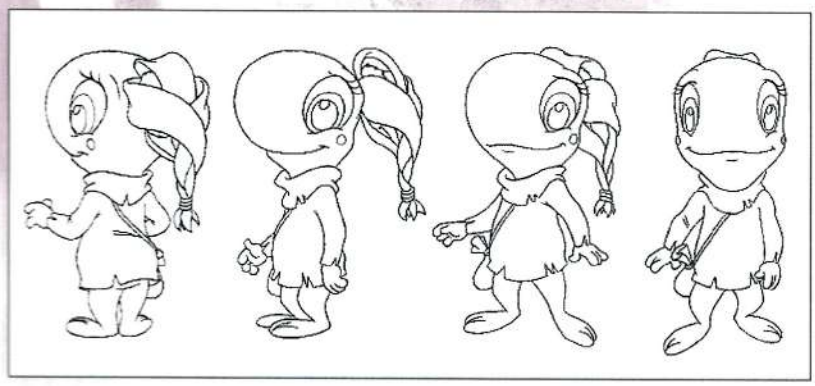
Beauty Stem Character Art



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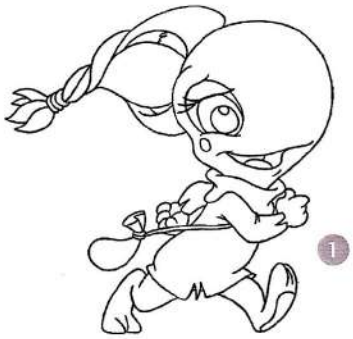
Beauty Stem Character Art



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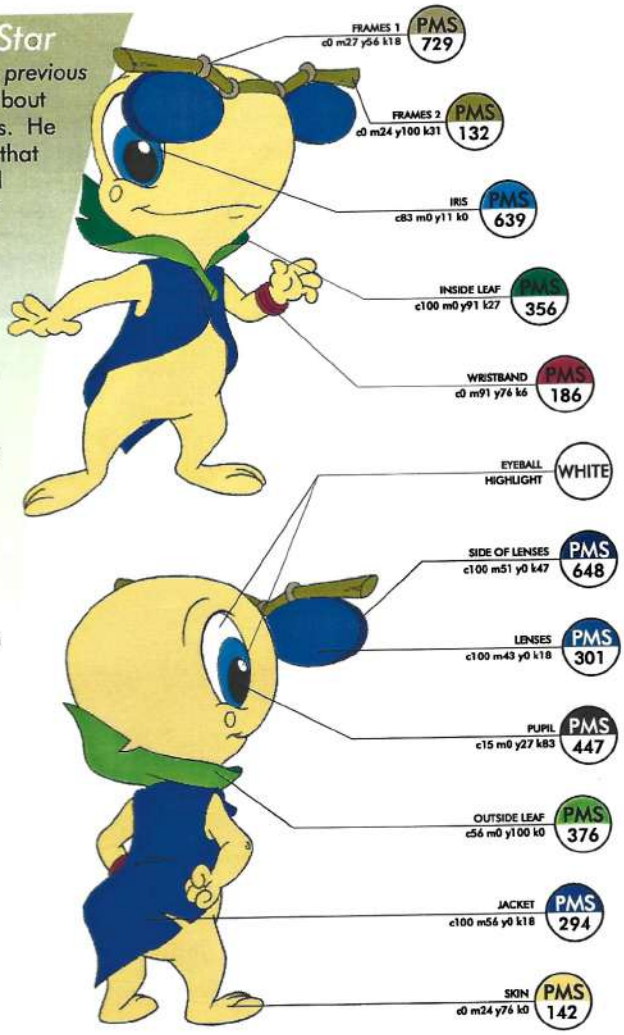
Earth Star

Earth Star Character Description

Earth Star

was born the previous season, he is about nine in kid years. He realized too late that the migration had passed, and being unable to hear the Thunder Trees, he wandered aimlessly until the Fairy Ring closed and he turned into a toadstool. Then an amazing thing happened: When the Fairy Ring opened at the beginning of the current season, Earth Star inexplicably became a Toadlet again. As the only toadstool ever to revert, he saw this as a sign that he should stay in the forest. He became a wandering minstrel, singing songs about his experiences.



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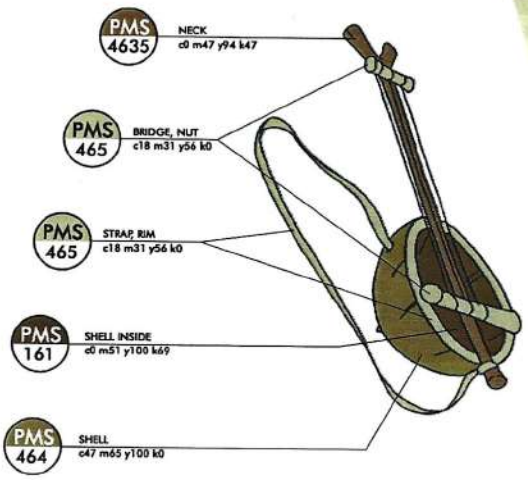
Earth Star Tool Description



Earth Star's tool is a guitar made from a branch, an acorn and some thin weeds. His own brothers and sisters have dismissed him as a Toadhead. He develops a bond with Elf Cup because she plays music too. He adores Beauty Stem and considers her a soulmate because of her concern for his fate. He pops in and out of most episodes and will occasionally travel with the Toadlets.

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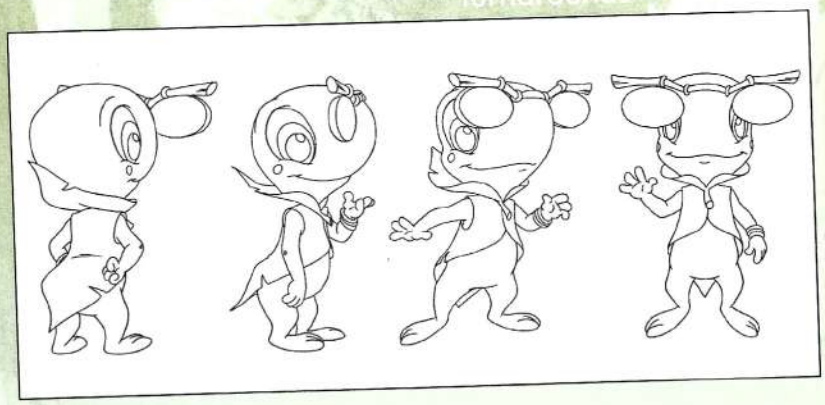
Earth Star Character Art

Turnarounds



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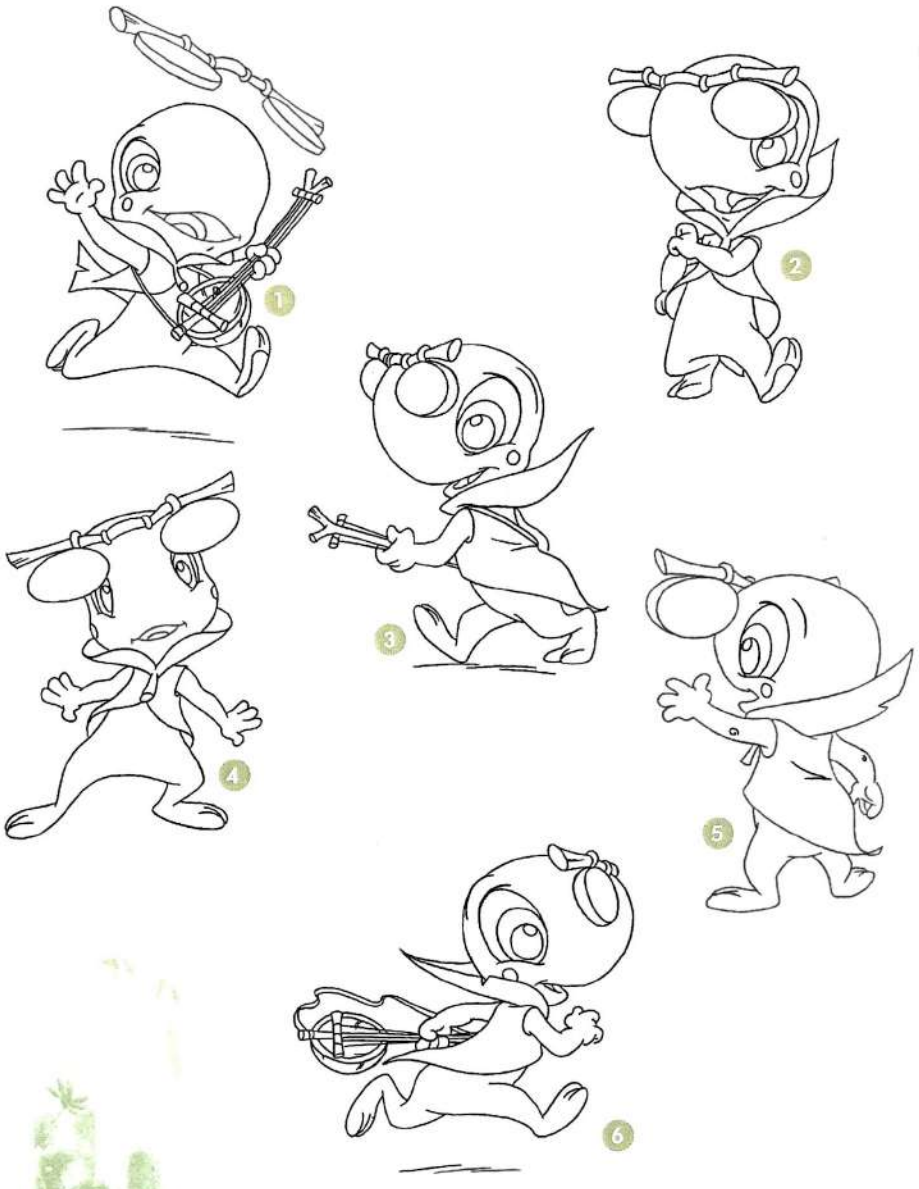
Earth Star Character Art



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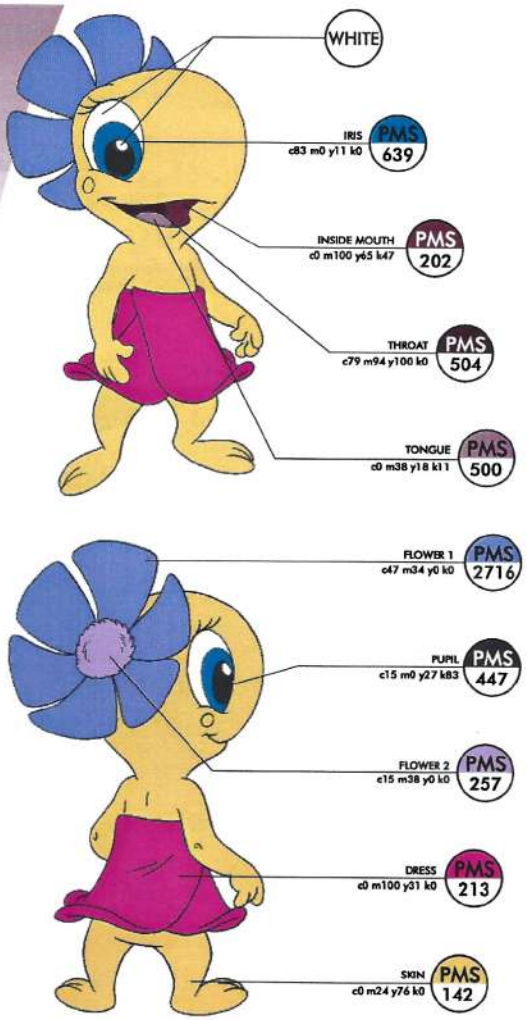
Toad Patrol™

Elf Cup Character Description

Elf Cup *is the third-oldest* (about seven and a half in kid years), and she likes to remind everyone ... a lot. Elf Cup is trouble. She has a mercurial disposition, a wild imagination and is quick to be frightened or to laugh. She is emotional, and sometimes lies to avoid accepting blame. She often makes jokes or uses sarcasm to remind the Toadlets not to take themselves too seriously. Elf Cup's timing is not always great, and she often says the wrong thing at the wrong time. Elf Cup lives in the moment and acts on impulse rather than logic. Of all the Toadlets, she has the most difficulty coping with group needs and responsibilities. Every once in a while, however, it is her imaginative way of thinking that solves a group problem, and this makes her feel good about herself.



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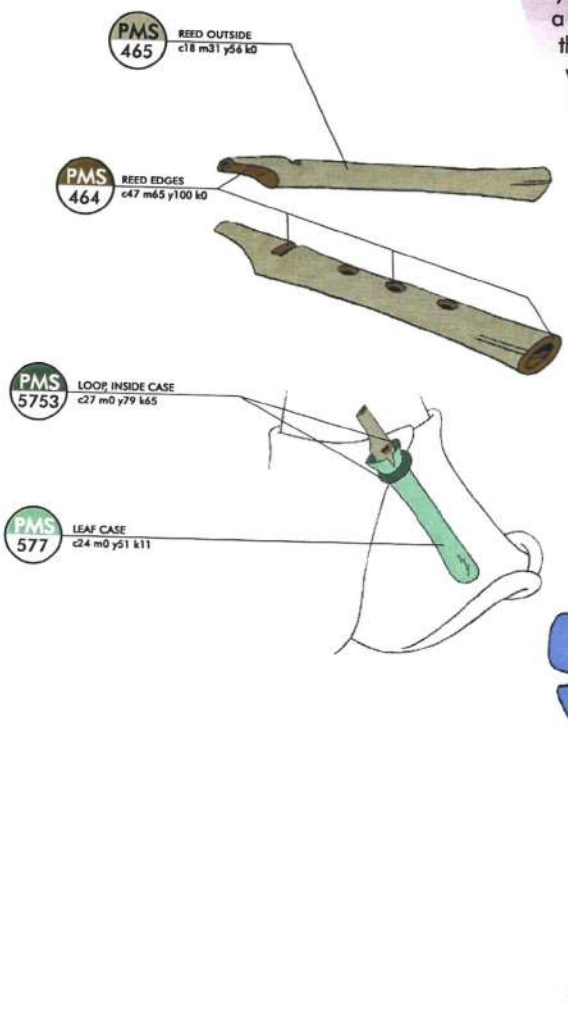
Elf Cup Tool Description



Elf Cup's

tool was given to her by a Tunnel Toad. It is a small, hollow reed that makes music when she blows through it, just like a penny whistle. She becomes quite a proficient musician, and carries the reed in a leaf case at her waist.

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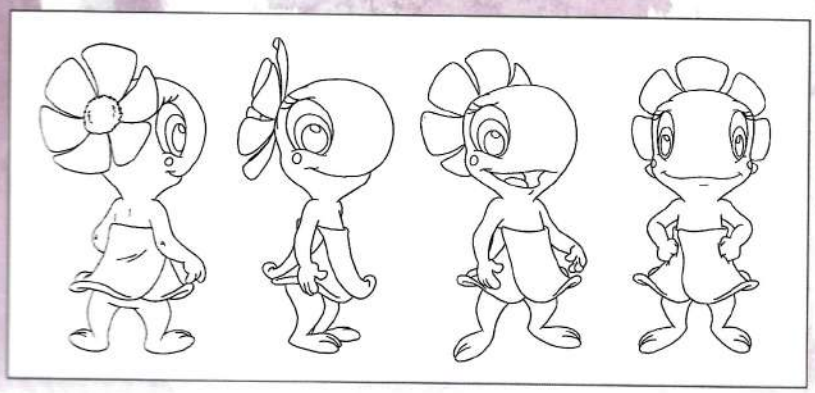
Elf Cup Character Art



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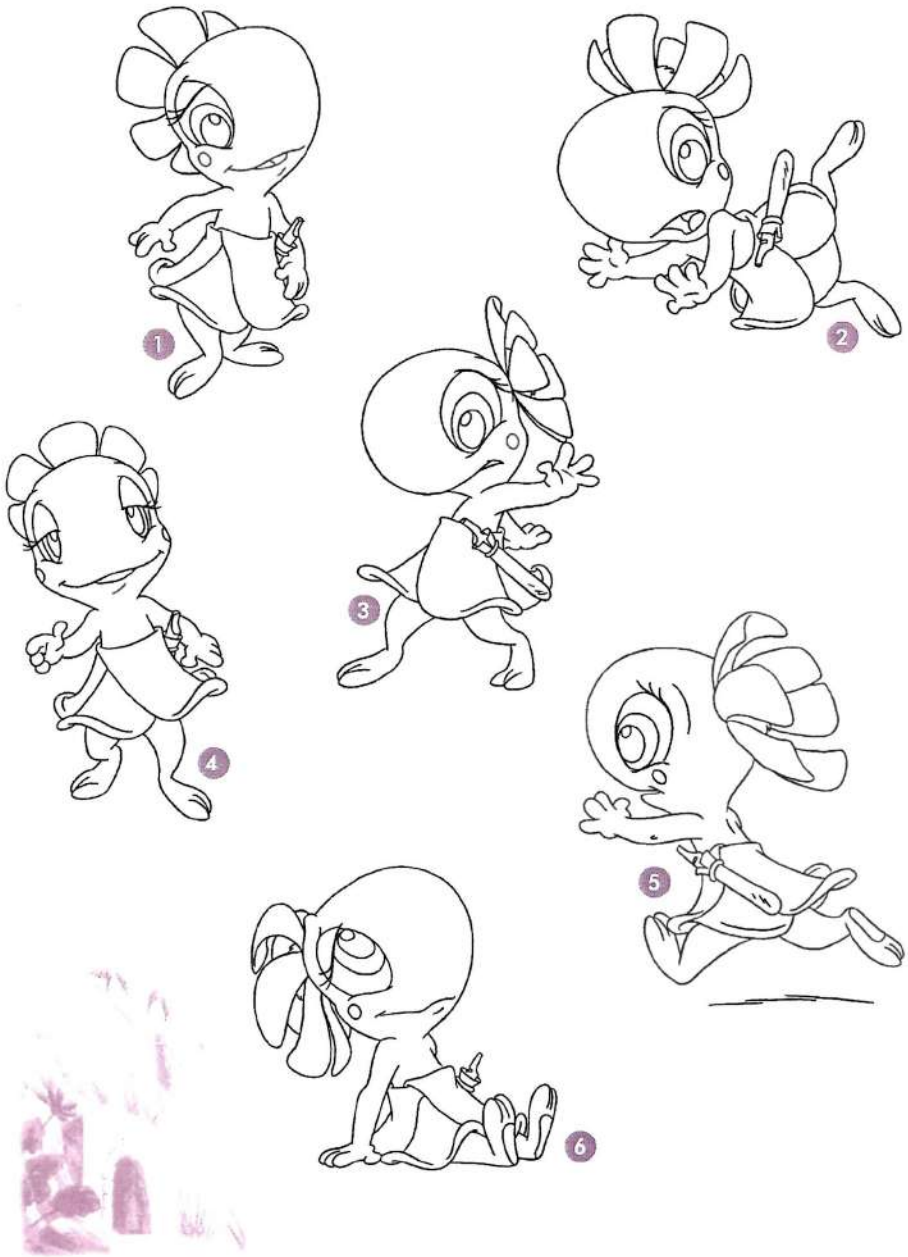
Elf Cup Character Art



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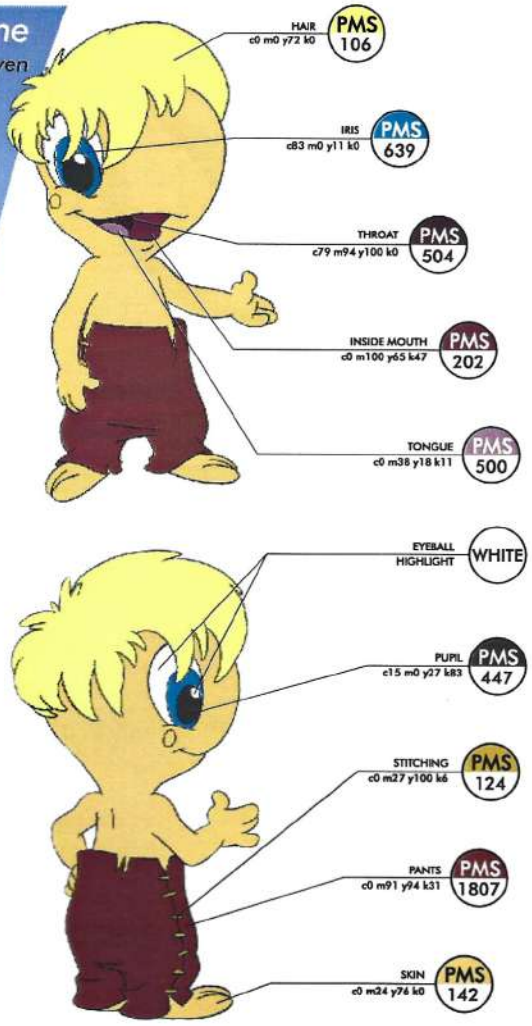
Toad Patrol™

Shaggy Mane Character Description

Shaggy Mane

is fourth-oldest ... seven in kid years. It's hard not to like Shaggy Mane, who is puppy-dog-friendly, eager to accept orders and responsibilities, and who works hard to be a helpful group member. Unfortunately, you can count on him to make a mess of any task he's given. He doesn't mean to ... but he's so easily distracted by the wonders of nature that the group soon learns to avoid trusting him with important tasks. Shaggy Mane is a poet (usually awful) and a philosopher. He really enjoys their journey of discovery, and even a vicious attack by Medea is, to him, a fascinating experience. He has a million questions, and in the absence of an adult, makes up answers which are satisfactory to him. After naming fire crackle and labeling humans as *Stompers*, he becomes the group's official name-giver: *The Giver of Names*.



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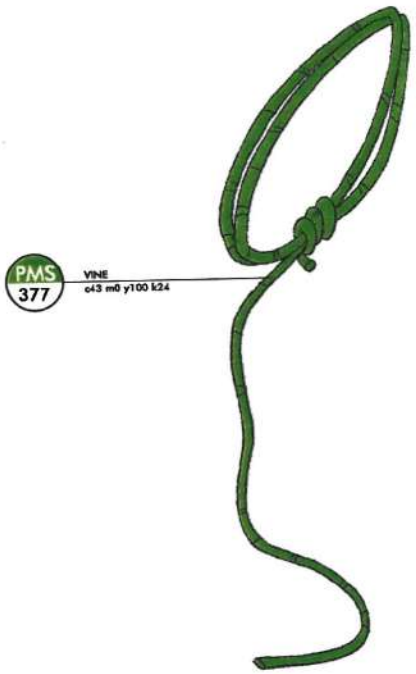
Shaggy Mane Tool Description



Shaggy Mane
finds a smooth vine, supple as a rope, which he keeps in a coil around his waist and shoulder. He quickly learns its many uses – as a rope and as a lasso. This is something solid and physical he can focus on. His expertise keeps increasing and often saves the day.

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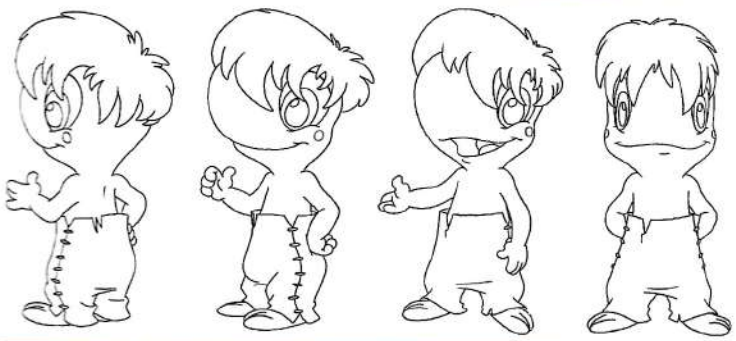
Shaggy Mane Character Art

Turnarounds



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Shaggy Mane Character Art

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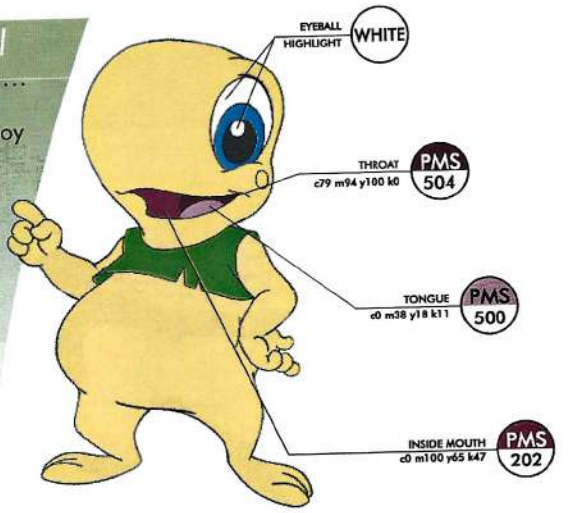
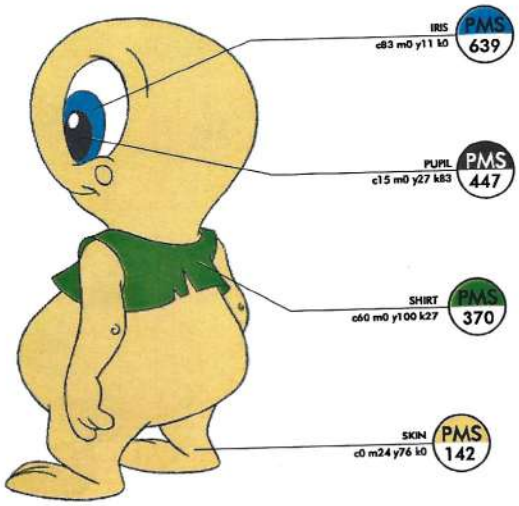
Toad Patrol™

Puff Ball Character Description

Puff Ball

is the ~~fifth~~-oldest ... almost seven in kid years. He is a big boy for his age and the strongest of the Toadlets. Puff Ball has a great sense of smell, which can come in very handy, and an amazing knack for finding water. Puff Ball is a gentle giant who likes to nap to conserve his energy. He's not one to see the light at the end of the tunnel and always thinks things are worse than they really are. He has a habit of mumbling to himself – mostly pessimistic comments – about the utter foolishness of whatever plan is being attempted.





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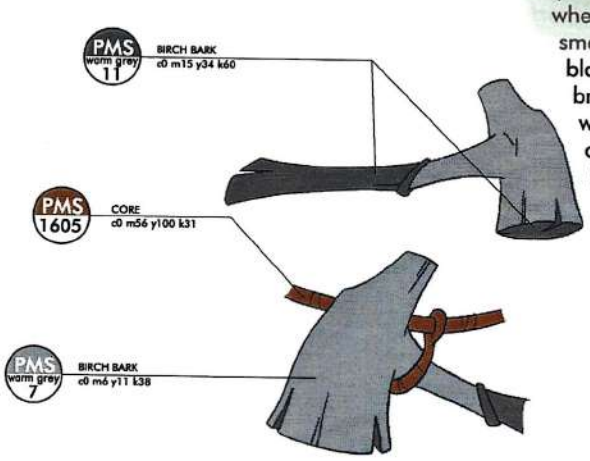
Puff Ball Tool Description



Puff Ball

In episode three, the Toadlets are trapped by fire and are saved when Puff Ball pulls a small, gnarled, and blackened Thunder Tree branch out of the dam, which releases a flood of water. He decides this is his *lucky Thunderstick* and keeps it in a loop of vine tied around his waist. It comes in very handy as a tool but, as with Fur Foot's claw, it is never used as a weapon or in a threatening way.

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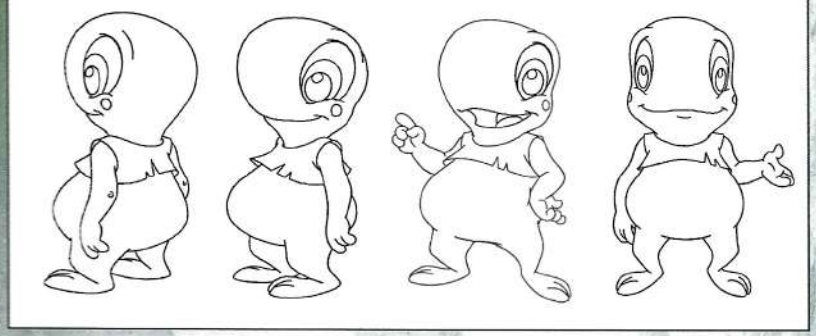
Puff Ball Character Art

Turnarounds



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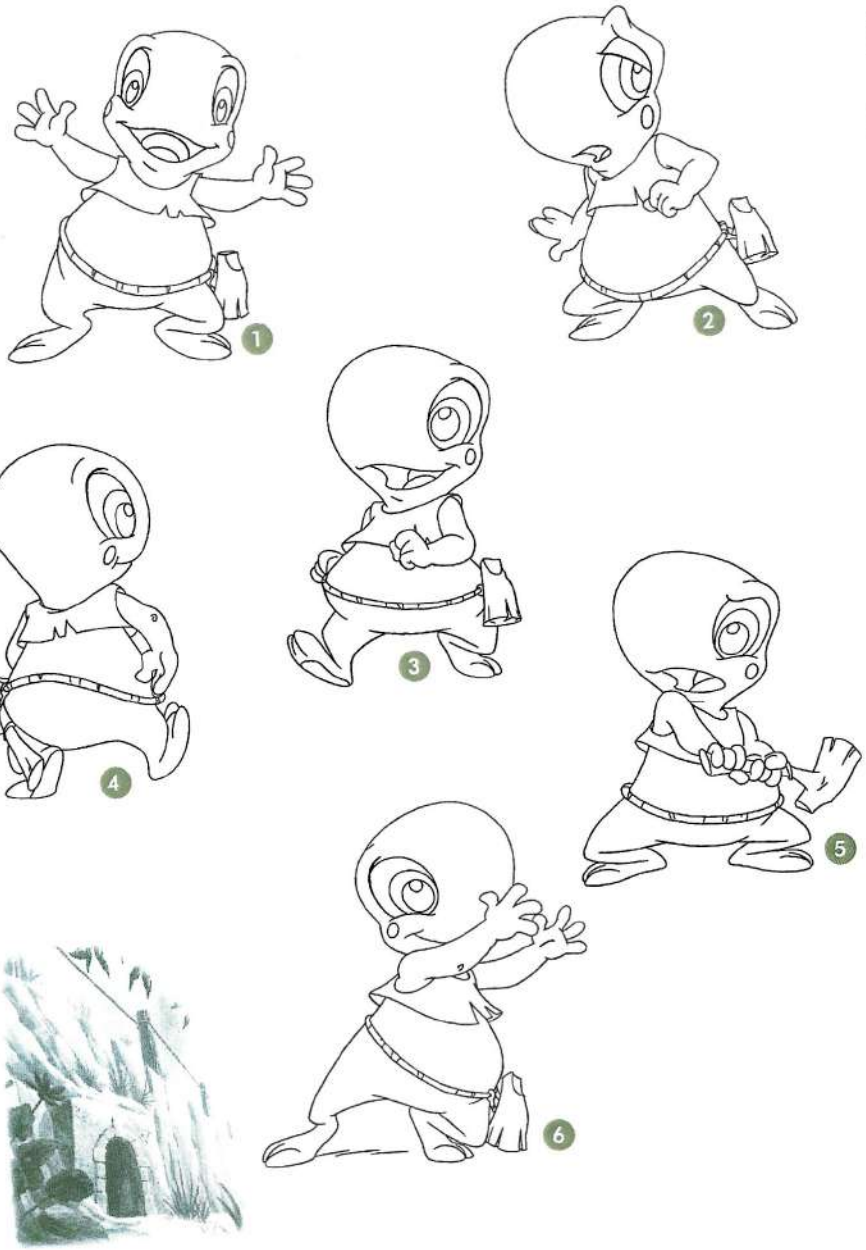
Puff Ball Character Art



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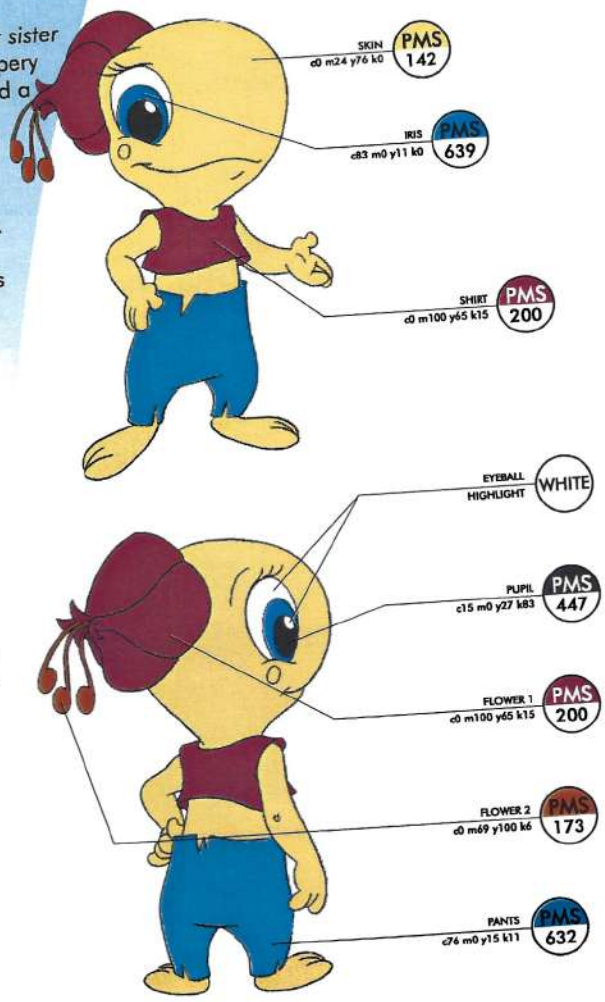
Oyster Character Description

Oyster

is the sixth-oldest sister and a twin to Slippery Jack. She is six and a half in kid years. Oyster has tons of energy – almost too much – and always leaps before she looks. She loves getting into and under things, and is a burrowing expert. Oyster is a tomboy, and her competitive nature can sometimes get her into silly or dangerous situations. Oyster and her twin brother are very close, often sharing emotions and always knowing what the other is thinking. However, they never seem to be thinking the same thing: Ask a question, and one will say *Yes*, the other *No*; ask for directions and they will point in opposite ways.



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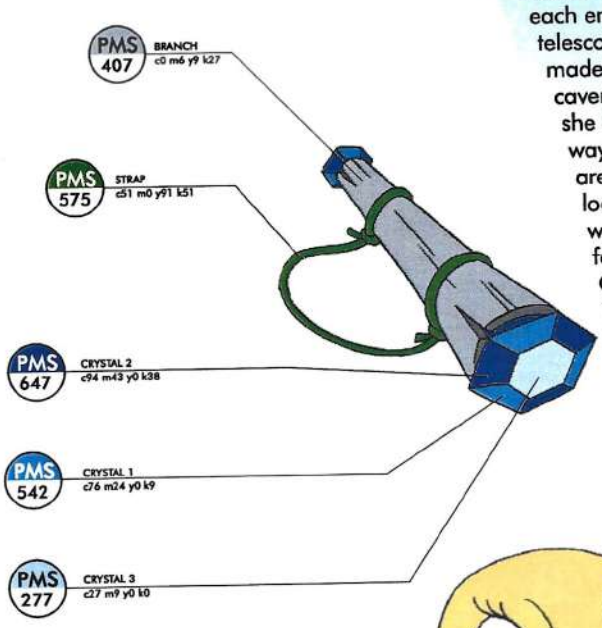
Oyster Tool Description



Oyster's *tool is a small hollow* branch with crystals at each end (like a telescope), which she made while in a crystal cavern in Episode 4. If she looks through it one way, she sees things that are close up, but if she looks through it the other way, she can see things far away. Sometimes Oyster gets the other Toadlets to form a toad pyramid so she can see further. She keeps her branch strapped to her back and can quickly use it in an emergency.

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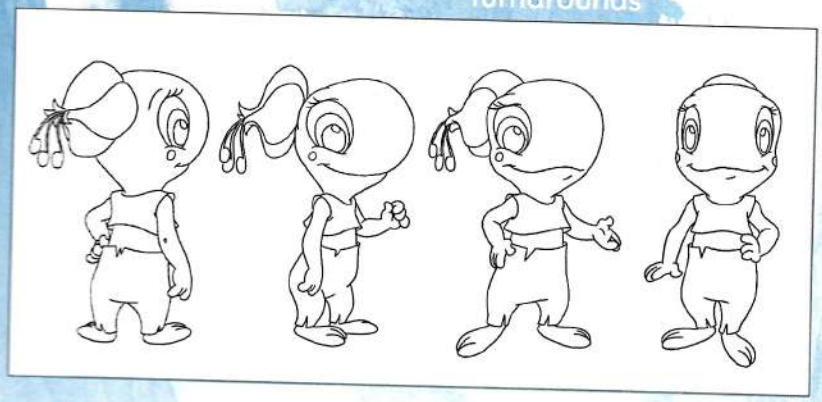
Oyster Character Art

Turnarounds



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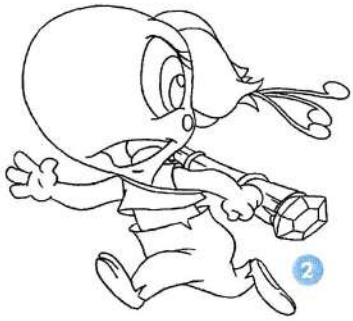
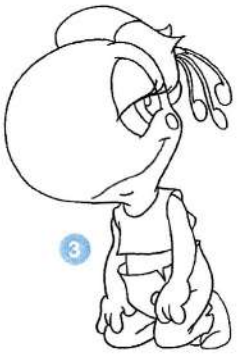
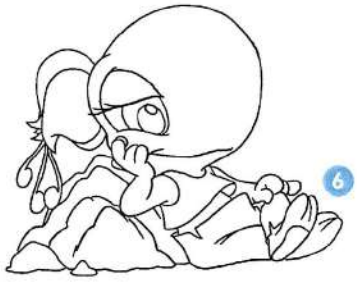
Oyster Character Art







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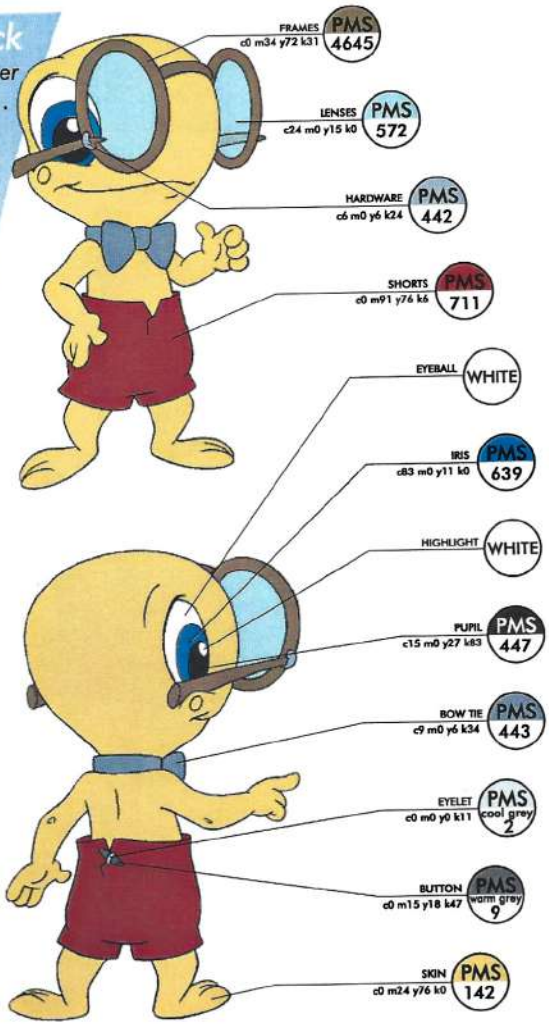
Toad Patrol™

Slippery Jack Character Description

Slippery Jack *is Oyster's twin brother* and also sixth-oldest... about six and a half in kid years. He and Oyster are often referred to as *the twins*, a term they both dislike. Slippery Jack is intelligent and curious, and not one to follow just because others do. His intelligence sometimes causes problems with the other Toadlets, who can feel a little inadequate because he seems to know everything. While Slippery Jack is intelligent, he is also a bit of a know-it-all, and correcting his brothers and sisters too often, which makes them angry. Although he tries to maintain a sunny outlook, there is a part of him that is very fearful. He is a not a coward, but logic tells him that, given the dangers they face, not all of them are going to make it.



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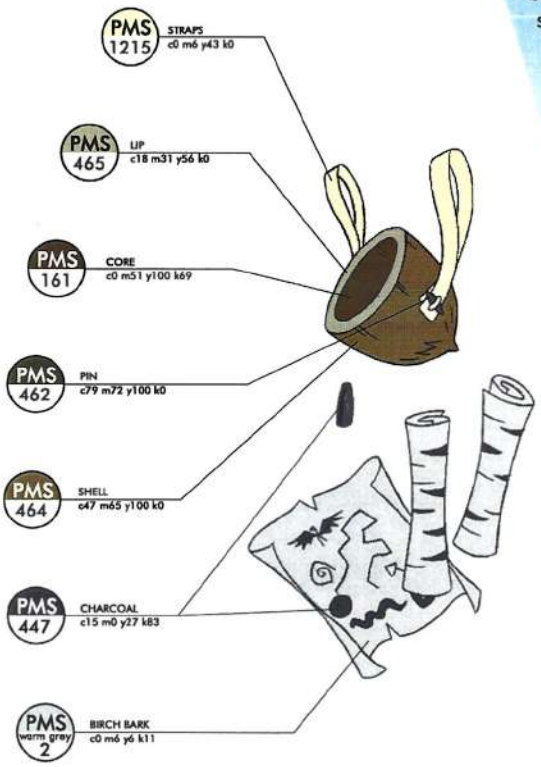
Slippery Jack Tool Description



Slippery Jack's tools are a roll of birch bark and a small burnt stick, which he uses as a pencil. Both of these were given to him by Earth Star. Slippery Jack is the map-keeper – drawing the day's voyage on the map every night. He also keeps a record of what the members of the Toad Patrol learned that day.

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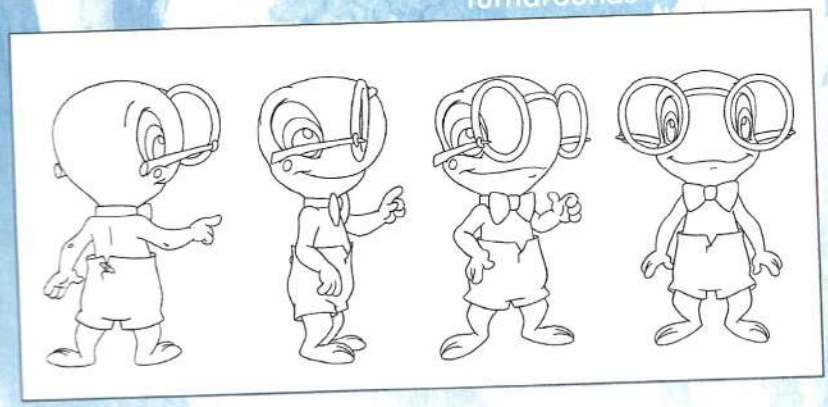
Slippery Jack Character Art

Turnarounds



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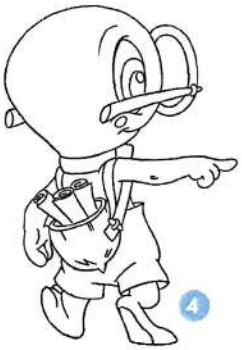
Slippery Jack Character Art



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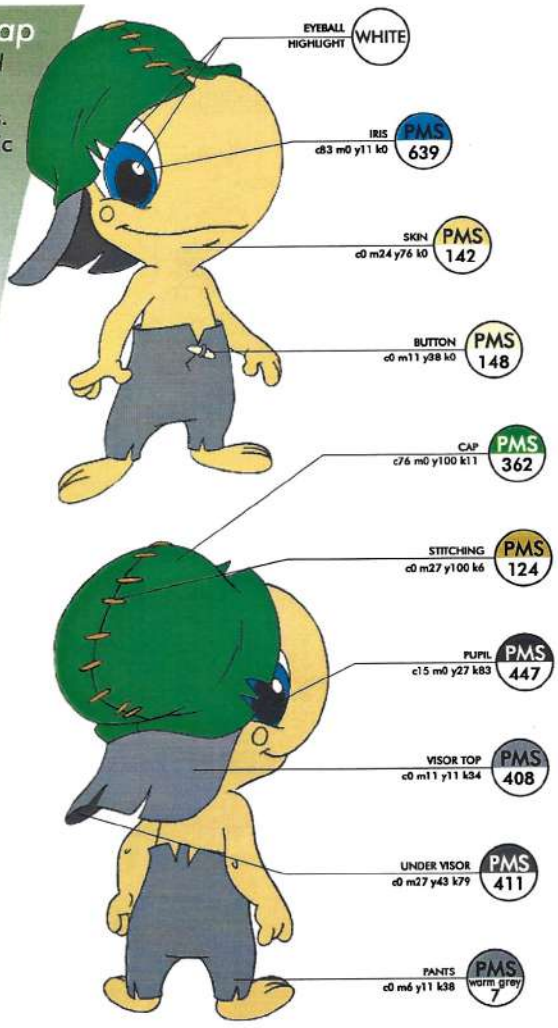
Toad Patrol™

Panther Cap Character Description

Panther Cap

is the smallest and seventh-oldest … about six in kid years. As the most empathetic Toadlet, he sees things with the innocence and simplicity many young children possess. He is eager to grow up and is always out to prove that he can do things just as well as his older brothers and sisters. Panther Cap has a very special gift: He is the only Toadlet who can hear the Thunder Trees, even if he does not always understand their meaning. This means he is really leading the Toad Patrol, since he has to interpret the Thunder Trees' messages, which are often ambiguous. Panther Cap handles the pressure well, though, and never allows his importance to go to his head. He loves all of his siblings and sometimes feels inadequate when they have to help or protect him. The others all treat him like the baby of the family, and he gets a lot of hugs … which he doesn't mind too much.



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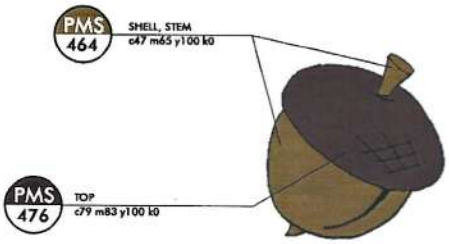
Panther Cap Tool Description



Panther Cap
carries an acorn under his hat. It is a gift from the first Thunder Tree he encountered. When he spins it like a top, the acorn points the way to the nearest Thunder Tree. Panther Cap's acorn is also referred to as *The Pointer*.

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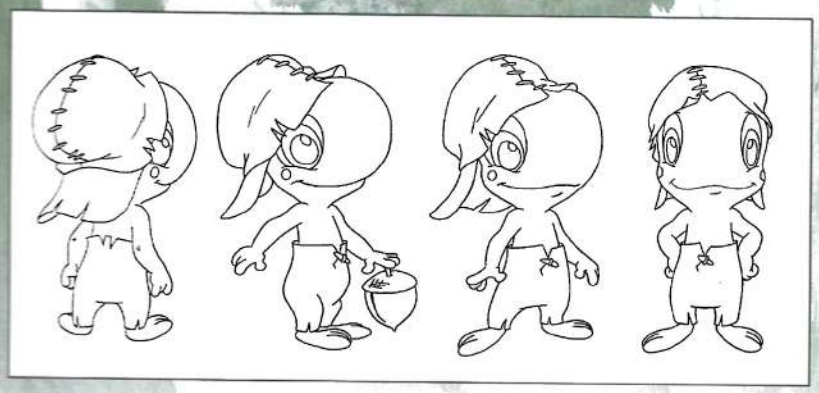
Toad Patrol™

Panther Cap Character Art



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Panther Cap Character Art

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Mistle-Toad Character Description

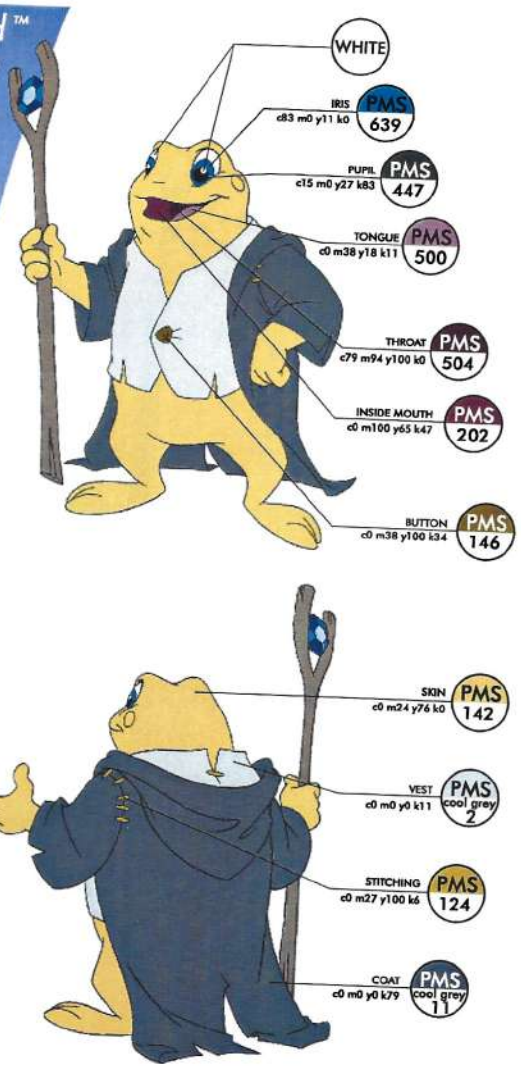
Toad Patrol™

Mistle-Toad™

Many seasons ago, Mistle-Toad was himself a late-born Toadlet who reached the Fairy Ring just in time. Obsessed by the idea that there must be a way to turn all toadstools back into toads, he became convinced that the answer lay in the Great Forest, not in Toad Hollow.

He returned to the woods, wandering, searching, questioning. The years passed, but he would not give up. With age and wisdom came respect. Mistle-Toad has reached legendary status among many of the forest creatures.

He realizes that helping the few takes time away from solving the toadstool mystery, which would help so many, so for years he has purposely limited his contact with late-born Toadlets. He'll give advice when he encounters them, but basically, the Toadlets are on their own.



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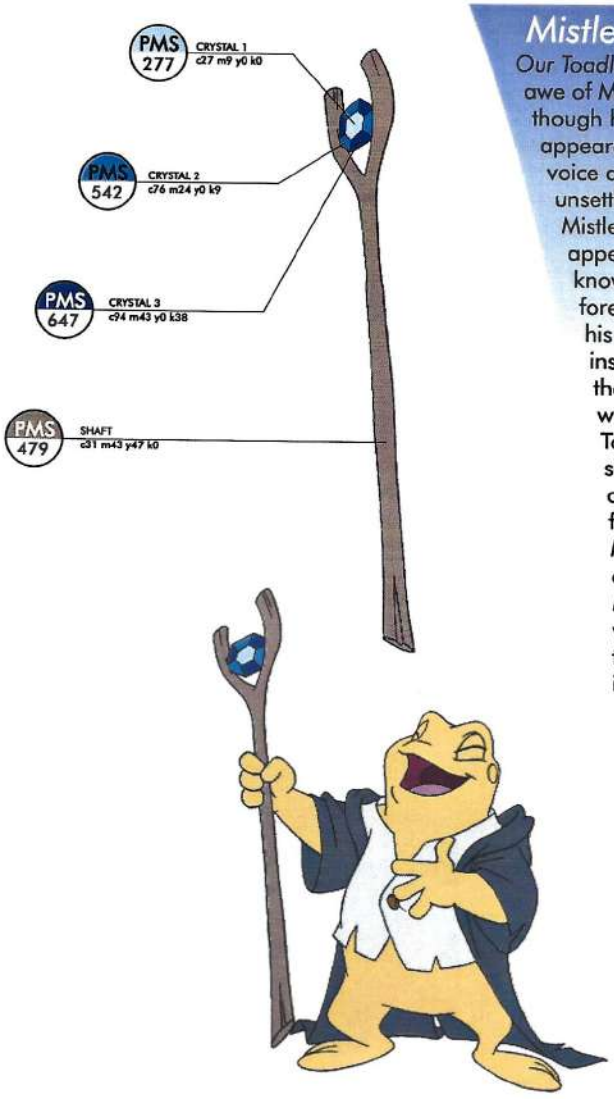
Mistle-Toad Tool Description



Mistle-Toad™

Our Toadlets are in awe of Mistle-Toad ... though his unexpected appearances and gruff voice are always a bit unsettling. When Mistle-Toad does appear, his vast knowledge, love of the forest, and dedication to his life-long mission is an inspirational beacon to the Toad Patrol. And watching these plucky Toadlets overcome seemingly insurmountable obstacles, it evokes long-forgotten feelings within Mistle-Toad. He begins to care again.

Mistle-Toad is never without his scepter, though how he obtained it is a mystery.

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Mistle-Toad Character Art

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Mistle-Toad Character Art

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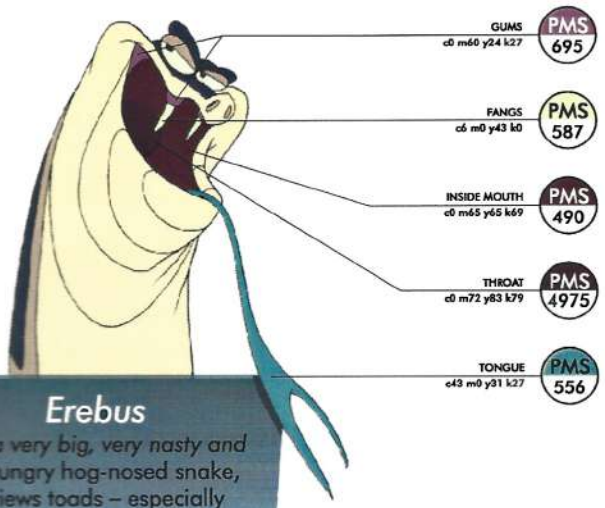
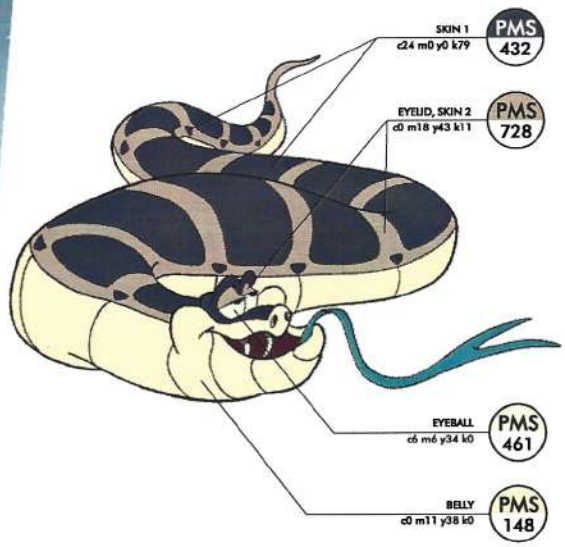
Erebus Character Description



Erebus

He is a very big, very nasty and very hungry hog-nosed snake, who views toads – especially young, tender, succulent Toadlets – as a mouthwatering delicacy. He is a loner and a bully, and he is known for the ghastly habit of hissing a few words of farewell to his victims before he eats them. From their very first day out of water, when they only narrowly escaped becoming a meal, the Toadlets have encountered him again and again. Erebus is not overly bright, but he is strong and surprisingly quick for a snake of his size, and he is a constant threat to the Toadlets.



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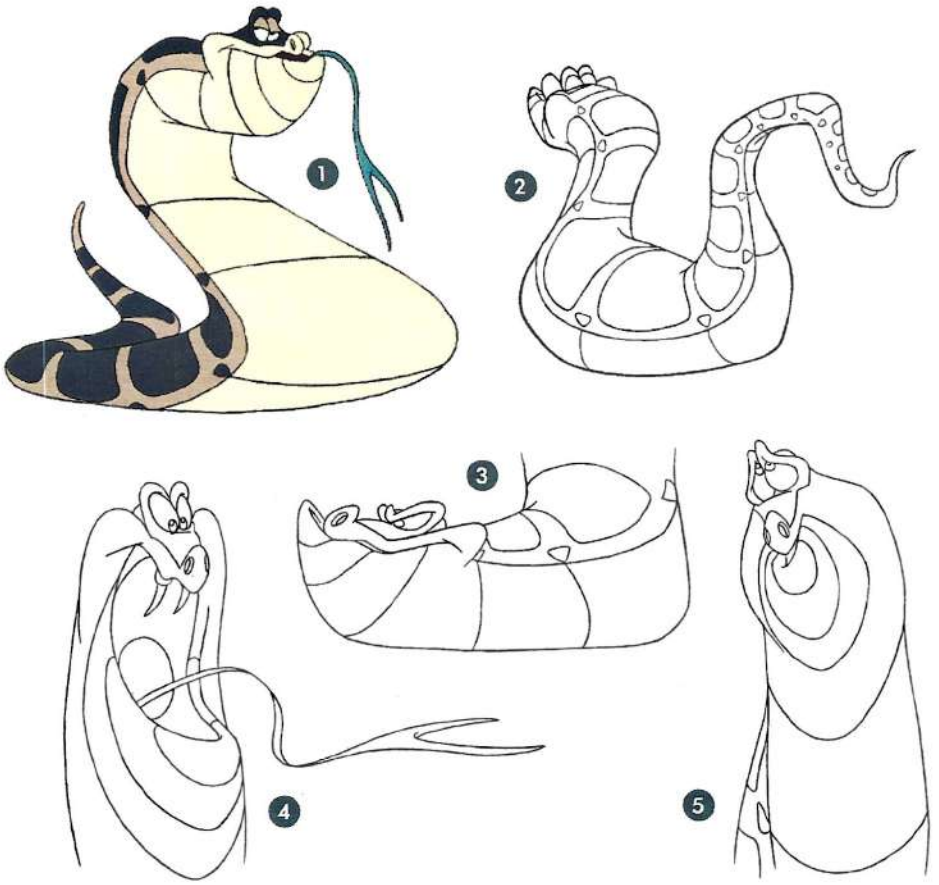
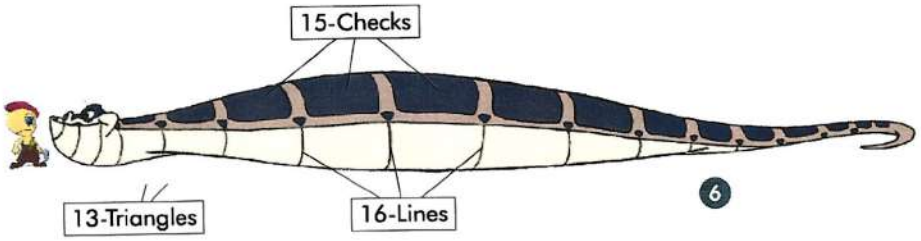
Erebus Character Art





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